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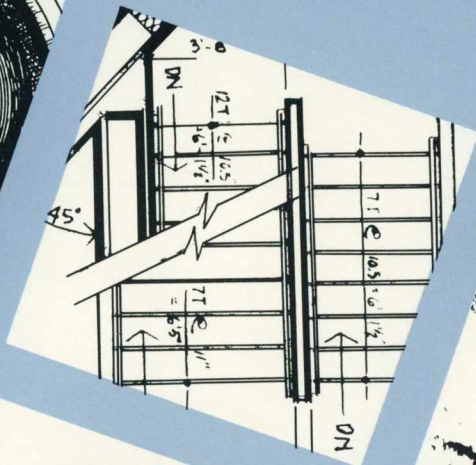
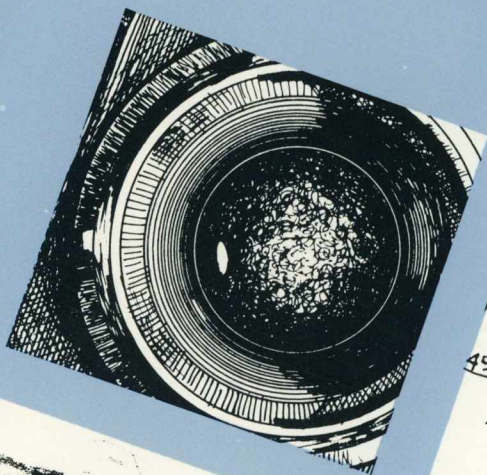
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THE
NEW ENGLAND
SCHOOL OF ART
& DESIGN

THE NEW ENGLAND SCHOOL OF ART & DESIGN

28 Newbury Street, Boston,
Massachusetts 02116
Telephone: (617) 536-0383, 536-0461

A Non-Profit Educational Institution Incorporated under Chapter 180 of the General Laws of the Commonwealth of Massachusetts

Professional/Vocational Programs
Licensed by the Commonwealth of
Massachusetts, Department of Education

Founded in 1923 as New England School
of Art

CONTENTS

DIRECTORS, ADMINISTRATION & STAFF	2
FACULTY	2
INTRODUCTION/GENERAL INFORMATION	5
PROGRAMS OF STUDY	9
DEPARTMENTS/COURSE REQUIREMENTS	13
Foundation	
Graphic Design	
Interior/Environmental Design	
Fashion Illustration	
Fine Arts	
PORTFOLIO	21
COURSE DESCRIPTIONS	37
ACADEMIC INFORMATION	51
FINANCIAL INFORMATION	55
ADMISSIONS	59
Application Forms	
CALENDAR 1979-80	67

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School of Art & Design

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Supervisor, Camp Dresser & McKee

Ray Barron

President, Barron Hillman & Melnick

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Librarian

Margaret Lioi

Secretary/Receptionist

Linda MacLeod

School Store Manager

Carlos Nieves

Custodian

FACULTY 1979-80

Laila Abdel-Malek

art history

PhD Candidate, Boston University
MA Boston University
MA Alexandria University
BA Alexandria University

Edith J. Allard

book design

Free-lance Book Designer
Fulbright Scholar, Academia Di Belli Arti
BFA Rhode Island School of Design

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production

Senior Graphic Designer and Production
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management

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composition

MFA School of the Art Institute of
Chicago
School of the Worcester Art Museum

Barry W. Bomzer

graphic design

News Graphics Director, WNAC-TV
MS Long Island University
BA Long Island University

Don R. Brown

interior/environmental design

Administrator, Boston Architectural
Center
Doctorandus, Technical University at
Delft
MA Harvard University
BA University of Illinois

Richard W. Buckley

graphic design

Creative Director, Sullivan Advertising
Vesper George School of Art

Joy Cattanach

art history

Boston Museum of Fine Arts
MA Boston University
BA Williams College

Joseph T. Chetwynd

interior/environmental design

S.L.S. Environetics
New England School of Art

Fredley Chitel

interior/environmental design

President, Space Planning and Interior
Design Inc.
Boston Architectural Center
Wentworth Institute

Jane R. Coates

calligraphy

AB College of New Rochelle

Albert G. Columbro

interior/environmental design

Designer, M.B. Stahl Interiors
BFA Massachusetts College of Art
AA Chamberlayne Junior College

Myra Lee Conway

graphic design

President, Myra Lee Conway/Design
BFA Rhode Island School of Design
Syracuse University

Angus W. Crowe

interior/environmental Design

Angus W. Crowe & Associates
Boston Architectural Center

William M. Davis

english

BA Wesleyan University

Rolan M. DeLoach Jr.

graphic design

Art Director, Elliott Advertising
The New England School of Art & Design

Fred A. Epstein

graphic design

President, Marketing World Inc.
New England School of Art

Lee Ferrara

package design

Free-lance Package Designer
MFA Syracuse University
BFA Massachusetts College of Art

Michael G. Franklin

typography

President, Mike Franklin & Friends
Advertising
BA Boston University
Clark University

John L. Gambell

interior/environmental design

Designer, Architects & Associated
Designers
Boston Architectural Center
MS University of Arkansas

James D. Haberman

photography

Free-lance Photographer
MA Goddard College
BA University of Wisconsin

Frances K. Hamilton

design

MAT Rhode Island School of Design
BFA Rhode Island School of Design

Walter Hawk

drawing

MFA Wichita State University
BFA University of Oklahoma

Joanne E. Hetherington

graphic design

The Graphics Supermarket
Chairperson, Department of Graphic
Design
President (1978-79), The Art Directors
Club of Boston
New England School of Art

Tom A. Hibschan

graphic design

Free-lance Designer
BFA Pratt Institute

Richard M. Horton

graphic design

Partner, VanDine Horton McNamara
BFA Carnegie-Melon University

John Jagel

drawing, color

MFA Yale University
School of the Boston Museum of Fine
Arts

Barbara G. Kingsbury

interior/environmental design

Architect, The Architects Collaborative
BA Syracuse University

William Maynard

painting

Chairman, Department of Fine Arts
School of the Boston Museum of Fine
Arts
Massachusetts College of Art

Helen O. McMullen

photography

Free-lance Photographer
BFA Massachusetts College of Art
BA Boston University

Kathleen L. Mendrey

sculpture, design

MA Boston University
BFA California College of Arts & Crafts

Richard M. Merrill

calligraphy

President, Richard Merrill & Co.
School of the Boston Museum of Fine
Arts

William L. Oakes

illustration, drawing

Free-lance illustrator
Chairman, Foundation Department
Burnley School of Art
Cornish School of Art

Carol E. Owen

drawing

School of the Boston Museum of Fine
Arts

Ann E. Pierce

fashion illustration

Assistant Art Director, Kennedy's
New England School of Art

Phillip J. Poinelli

interior/environmental design

Designer, Skidmore Owings & Merrill
AE Wentworth Institute

Susan J. Purney

fashion illustration

Layout Artist, Filene's
New England School of Art

Frank Raneo

fashion illustration

Free-lance Fashion Illustrator
Chairman, Department of Fashion
Illustration
New England School of Art

Stephen W. Rich

interior/environmental design

Architect, United Engineers &
Constructors Inc.
BS University of Massachusetts
Boston Architectural Center

Anne V. Robinson

interior/environmental design

Vice President, TLA Lighting Consultants
Inc.
New England School of Art

Christy R. Rufo

color

President, Designex Studio
Boston Architectural Center
The School of Practical Art

Lawrence C. Schwirian

interior/environmental design

Architect, Skidmore Owings & Merrill
BA Case Western Reserve University

Francis Fox Spinks

interior/environmental design

Partner, Spinks/Stein Landscape
Architects
MLA Harvard University
University of California at Berkeley
Massachusetts Institute of Technology
BS Mississippi State University

Robert M. Stewart

illustration

Free-lance Illustrator
BA Sam Houston State Teachers College

Robert C. Stickles

interior/environmental design

Designer, Architects & Associated
Designers
Chairman, Department of Interior/
Environmental Design
Boston Architectural Center
BS Miami University
AA Berkshire Community College

Ellen Stutman

color, painting

MFA Boston University
BFA Kansas City Art Institute

Gregory C. Tocci

interior/environmental design

Partner, Cavanaugh Tocci Associates
MS Massachusetts Institute of
Technology
BS Tufts University

David Zaig

printmaking

Diploma, University of London
Central School of Art and Design

Stephen M. Zubricki

graphic design

Vice President, Spring Lane Associates
New England School of Art

**INTRODUCTION/GENERAL
INFORMATION**

INTRODUCTION

HISTORY/FACILITIES

Gallery 28

STUDENTS/FACULTY

**ACCREDITATION/
LICENSING**

**NESA/D AND THE
EDUCATIONAL
COMMUNITY**

**EMPLOYMENT AND THE
NESA/D EDUCATION**

STUDENT SERVICES

Placement

Housing

Insurance

School Store

Student Association

INTRODUCTION

The New England School of Art & Design is a professional training center for artists. Its purpose is to train students in the application of the principles of good art, design and craftsmanship in order that they may enter the world of professional art as valuable, contributing members. It is our firm belief that the 19th century stereotype of the artist as a recluse and rebel is oversimplified, inaccurate and outdated. At the same time, however, we believe totally in the artist as a communicator, creator and innovator; as a shaper of our modern visual world. It is our objective to provide students with the educational background necessary to become professional artists and designers in fields which, we believe, can be challenging, exciting and rewarding.

In addition, we have expanded the opportunities available to part-time and continuing education students in order that we might be better able to tailor programs to a wide range of individual needs and interests. Our students vary in age from seventeen to forty-five and their educational and personal backgrounds are equally as diversified (see *Students/Faculty* below). Course offerings are broad enough to satisfy the needs of the student who intends to begin a new career and at the same time the needs of the part-time student taking a single course for reasons of personal interest.

We are aware that the kind of society which is developing is bound to change and that we must provide an education which will have meaning in that society, whatever it may be. This demands constant self-reassessment with consequent adjustments in programs, attitudes and objectives. We maintain, however, that the possession of sound fundamental knowledge and skills will continue to be both meaningful and valuable.

While studying at NESA/D a student is bound to change — intellectually, artistically and personally. This is a natural, necessary process of growth. We encourage experimentation, creativity and openness precisely because we believe this. But at the same time we also believe that structure, direction and a clearly defined sense of purpose are equally essential prerequisites for genuine growth and progress. At NESA/D we attempt at all times to maintain a productive balance of structure and freedom, a balance which will encourage a sound professional background and purposeful striving.

Our student body is extremely diverse and frequently includes representatives of foreign lands. The New England School of Art & Design welcomes the association of students of any race, creed, color, sex and national or ethnic origin and prides itself in giving all an equal opportunity.

HISTORY/FACILITIES

The New England School of Art & Design was founded in 1923 as New England School of Art and has for over fifty-five years provided opportunities for students wishing to enter the professional world of art and design. Our graduates can be found in professional positions throughout New England, ranging from agency art directors and designers, to interior designers and space planners, to freelance and in-house illustrators, to teachers and painters.

During the Summer of 1975 the School moved to 28 Newbury Street in Boston. The purchase of the building at 28 Newbury Street was dramatic evidence of the School's constant efforts for improvement and represents a determined commitment to continued improvement and growth.

Formerly the home of the American Academy of Arts and Sciences, our building is just one-half block from the Boston Public Garden, in the heart of Boston's art gallery and design studio center. The School is located within one block of public transportation and is easily accessible from almost anywhere in the greater Boston area.

The NESA/D building has over 17,000 square feet of floor space on five floors and supplies comfortable, well lit classroom and studio space. The building also provides a well equipped darkroom, a printmaking area, an audio-visual classroom and a small, but highly relevant library. The School maintains adequate audio-visual equipment, a photostat camera, color-key equipment, super-8 animation equipment and a blueprint machine.

Gallery 28

The building also has an additional asset — a gallery for the exhibition and sale of art work. Gallery 28 is a spacious first floor area which is open to the public. While it is used primarily for student and faculty exhibits it has also displayed work of important outside artists, thus making NESAD a significant focal point for art and artists throughout New England.

STUDENTS/FACULTY

The composition of the student body at NESAD has changed considerably in recent years and now includes many persons beyond the traditional college age bracket. Of the new full-time students entering in 1977 and 1978 just over 60% came to us with previous post-secondary education and/or work experience. This, we feel, says a great deal about NESAD. We are a School which demands dedication, motivation and direction — qualities which older, more experienced students are sometimes better equipped to adhere to. This is not to suggest that we do not welcome qualified students entering directly from high school, for we most certainly do. But clearly NESAD is not appropriate for the immature and uncommitted.

The NESAD faculty is made up almost entirely of working professional artists and designers; men and women whose standing in their profession demands that they be highly competent, current and up to date. This, we feel, is as it should be. We see our student-faculty relationship as one of professionals teaching future professionals.

ACCREDITATION/ LICENSING

The New England School of Art & Design is licensed by the Commonwealth of Massachusetts, Department of Education. The School is an Accredited Member, National Association of Trade and Technical Schools. It is also approved by the Massachusetts Rehabilitation Commission for the training of partially incapacitated persons under its auspices; approved by the Veterans Administration for training of eligible veterans; authorized under Federal Law to enroll non-immigrant alien students (such students must be full-time).

The New England School of Art & Design is an eligible institution under the Basic Educational Opportunity Grant Program (BEOG); is an eligible school under the Guaranteed Student Loan Program (GSLP); is an eligible school under the Massachusetts State Scholarship Program.

NESAD AND THE EDUCATIONAL COMMUNITY

Among the steps taken under the present administration of the School to improve its status in the educational community were national accreditation and university recognition, both of which are of significant value to the student.

In August 1968 the School led the way among art schools in New England and was accredited by the National Association of Trade and Technical Schools. Accreditation provides the community with reasonable assurance that sound educational and financial standards are being maintained. The School has been re-examined and re-accredited every five years since 1968.

University recognition was sought in order that students desiring a university degree could transfer credits to degree granting institutions. This recognition was first gained with University College of Northeastern University in November 1968. In addition, in 1973 the University of Massachusetts, Amherst signified its willingness to accept transfer credits from qualified NESAD graduates.

In 1977 the Boston Architectural Center and The New England School of Art & Design instituted an exchange program which permits students at either institution to take courses at the other. While of particular interest to students in the Department of Interior/Environmental Design, any full-time NESAD student in good standing may apply for participation in this program.

EMPLOYMENT AND THE NESA/D EDUCATION

The Departments of Graphic Design, Interior/Environmental Design and Fashion Illustration have been designed to equip the successful graduate with a means of gainful employment in the commercial art field. Based on over fifty-five years of experience, it is the School's position that degrees as such are nonessential for employment in commercial art, with the obvious exception of teaching. The ability of the graduate as shown in his portfolio is his passport to employment. Portfolios are prepared during a student's senior year and faculty members assist students in designing a selection of work similar to what is demanded in the professional world. The portfolio is presented to prospective employers during interviews and the degree of competence exhibited will largely determine the graduate's success in being employed.

In a world where economic reality is a constant challenge to the fine artist, it is no longer enough to train him only in the traditional disciplines and expect him to find his own means of economic survival. Too often this has resulted in employment in areas unrelated to art and a struggle to pursue art in leisure time. NESAD recognizes that the fine artist has a real need for knowledge of how to make a living from his art after graduation. For this reason we designed a course for students in the Department of Fine Arts aimed specifically at enhancing their ability to deal successfully with galleries, patrons and funding sources. In addition the Fine Arts Program includes course requirements designed to

familiarize students with those techniques and processes (usually thought of as commercial in nature) which are often of great value to the truly creative artist.

While the School will assist graduates in securing employment, it cannot guarantee employment to any individual.

STUDENT SERVICES

Placement

The School's Administrative Assistant maintains an Employment Opportunity File which is up-dated on a weekly basis. This file includes opportunities called in directly to the School as well as current job listings from a variety of periodicals, and qualified graduates are notified of this information where appropriate. In addition, faculty members engaged in the professional world may direct graduates to openings. It has also been our experience that the Work-Study Program is an excellent means of introducing students to employers of artists and designers. While the School will assist graduates in securing employment, it cannot guarantee employment to any individual.

Housing

The New England School of Art & Design has itself no facilities for student housing. There are a number of independent dormitories for both men and women in close proximity to the School. Such dormitories are essentially typical college dormitories except that they include students from a number of schools, rather than just one. The School will, on request, distribute literature about such dormitories, but does not actively recommend any. Applicants and parents

seeking additional information about dormitories should contact them directly. Many students also live in apartments in the area. Housing arrangements should be considered the responsibility of the student and his parents or family.

Insurance

Most full-time students are eligible for participation in Blue Cross and other student insurance programs. Students interested in such programs should contact the insurer directly, as there is no information on such programs available at the School.

School Store

The School maintains a small store where supplies and books commonly used in course assignments may be purchased at a cost which is usually 10% or more below that of retail art supply stores.

Student Association

The Student Association is the student government of The New England School of Art & Design and is composed of elected representatives of the student body. The Student Association has sponsored numerous social events, sponsored service projects and published annual yearbooks. The Student Association Fee is \$15.00 per semester for all students registered for 6 or more credits. Applicable fees are collected by the School as a matter of convenience, but all Student Association Fees are the property of the Student Association and are administered by the Student Association.

PROGRAMS OF STUDY

DIPLOMA PROGRAMS

Full-Time Diploma Programs

Part-Time Diploma Programs

NON-DIPLOMA PROGRAM/ SPECIAL STUDENTS

EVENING/SUMMER PROGRAMS

Evening Division

Summer Division

DIPLOMA PROGRAMS

A Diploma may be earned in the following Major Programs:

Graphic Design

Interior/Environmental Design

Fashion Illustration

Fine Arts

Students wishing to pursue a particular professional goal not strictly within the scope of any single Major Department may earn a Diploma in General Art. Candidates for a Diploma in General Art design an interdepartmental program of courses to suit their individual career goals. The Administration and members of the faculty will assist in the design of such programs and no program may be instituted without the permission of the Administration.

Full-Time Diploma Programs

A full-time Diploma Program will include three years (six semesters) of full-time study comprised of one year (two semesters) of the Foundation Program and two years (four semesters) of the Major Program of the student's choice. The successful completion of the Foundation Program is a prerequisite for entrance into any of the Major Programs. Transfer students wishing to enter directly into a Major Program must demonstrate and document background equivalent to the Foundation Program. Full-time students in the Foundation Program will ordinarily select a Major Program (which they will follow for the next two years) during the second semester of their Foundation year. The course requirement for each of the Major Programs may be found in the descriptions of each of the Major Departments.

The New England School of Art & Design defines a full-time student as one who is registered for 12 to 15 credits per semester, or 24 to 30 credits per school year. A semester consists of a minimum of 15 weeks or 75 school days and a school year is comprised of two such semesters, thus totalling a minimum of 30 weeks or 150 school days.

In the case of studio courses a credit is defined as a total of 30 clock hours of class time, or two class hours per week for a semester (15 weeks). All courses are studio courses unless otherwise indicated by the letter "A" (academic) following the course code. In the case of academic courses (i.e. those with the letter "A" following the course code) a credit is defined as a total of 15 clock hours of class time, or one class hour

per week for a semester (15 weeks). Students may register for no more than 4 academic credits per semester.

The above stated definition of a credit and the concurrent limitation on credits which may be earned in academic courses means that a full-time program (12 to 15 credits per semester; 24 to 30 credits per school year) will consist of a total of 300 to 450 clock hours of class time per semester (i.e. 20 to 30 clock hours of class time per week for 15 weeks) or 600 to 900 clock hours of class time per school year (i.e. 20 to 30 clock hours of class time per week for 30 weeks). And since a minimum of 76 credits is required for graduation, no more than 24 of which may be earned in academic courses (i.e. 4 per semester for 6 semesters), a full 6 semester (3 school year) Diploma Program will require a minimum of 1920 and a maximum of 2280 clock hours of class time. However, since full-time students may earn up to 90 credits (i.e. 15 per semester for 6 semesters), a full-time Diploma Program may include up to 2700 clock hours of class time. Credits and class hours in excess of graduation requirements are strictly optional.

While the above stated credit requirements for full-time students allows for individual variation in scheduling, most students will find it necessary to carry average credit loads in excess of the minimum (12 per semester, 24 per school year), since a minimum of 76 credits is required for graduation. Please see *Academic Information* for complete details of the requirements for earning a Diploma at NESA/D.

Part-Time Diploma Programs

Part-time students who have been accepted as Part-Time Diploma Candidates may earn a Diploma in any of the Major Programs described above under Full-Time Diploma Programs. A Part-Time Diploma Candidate is defined as a student seeking to earn a Diploma in any of the Major Programs while attending on less than a full-time basis (i.e. while registered for less than 12 credits per semester). In order to graduate Part-Time Diploma Candidates must meet departmental and credit requirements identical to those required of students in the Full-Time Diploma Programs (see *Academic Requirements*). However, in order to be recognized as a Part-Time Diploma Candidate a student must first meet the following requirements: Having previously earned a minimum of 12 credits at NESAD, students may petition the Admissions Committee for recognition as a Diploma Candidate. If accepted by the Committee as a Diploma Candidate, all credits previously earned by the student at NESAD may be applied toward Requirements for Graduation. Persons seeking to earn a Diploma as a part-time student must first meet this minimum credit requirement and should initially apply as Special Students (see *Non-Diploma Program/Special Students*).

NON-DIPLOMA PROGRAM/ SPECIAL STUDENTS

Recognizing that not all students desire or are prepared for the major commitment which is required in the Diploma Programs, NESAD has created a Non-Diploma Program which can meet the needs of a broad range of students. Unlike the Diploma Programs, the Non-Diploma Program is not vocational in nature and students participating in it are considered Special Students. Special Students take courses for credit, but credits earned may not be applied toward Requirements for Graduation until such time as the student has been accepted as a Diploma Candidate. Should they so desire, Special Students may petition the Admissions Committee for recognition as a Diploma Candidate (see *Part-Time Diploma Programs* for details and requirements).

EVENING/SUMMER PROGRAMS

The New England School of Art & Design has long offered a broad spectrum of courses in art for both professional training and personal development in its day-time programs. In recent years, however, the increasing need of people to combine these pursuits with business or family commitments has led NESAD to design part-time Evening and Summer Programs which allow a more flexible involvement on the part of students.

The Evening and Summer Divisions have offerings covering a variety of art courses, from the fine arts to the commercial arts, and include opportunities for beginners as well as for students with previous art background or professional experience. Although the courses offered in the Evening and Summer Divisions do not constitute a vocational program, these courses are closely allied with the NESAD Diploma Programs and credits earned may be transferred to these programs. For details regarding full and part-time professional/vocational programs, please see *Diploma Programs*. Admissions requirements and application procedures for both Summer and Evening Divisions are detailed in their separate catalogues.

Evening Division

The Evening Division offers two accelerated semesters each year which include a selection of courses from each of the Major Departments of the School. Each semester is ten weeks in length with the Fall Semester beginning in early October and the Spring Semester beginning in March. Typically the Fall Semester offers courses at the beginning level, providing an opportunity for students to continue their studies at a more advanced level in the Spring Semester.

The Evening Division catalogue for the Fall Semester is available in August and the Spring Semester catalogue is available in December.

Summer Division

The Summer Division offers one accelerated semester for a period of ten weeks beginning in early June and extending into the first portion of August. As in the Evening Division, a variety of courses from each of the Major Departments is offered in the Summer Division and includes both beginning and advanced level courses. Many students have used the opportunities provided by the Summer Division to better prepare themselves for entry into the various programs offered during the normal school year.

The Summer Division catalogue is available in April and describes each course in the upcoming semester.

Program offerings at The New England School of Art & Design have been expanded in number and are extremely broad in scope, thus providing opportunities for a wide range of individual needs and interests. For the student who is looking for professional career training there are both full and part-time Diploma Programs in four Major Departments. At the same time students whose goals are not primarily career oriented have substantial offerings available to them as Special Students in the Non-Diploma Program. And for those who are unable at the moment to make a major commitment of time and energy, it is possible to enter as a Special Student and then at a later date to make the transition to one of the Diploma Programs. Finally, the Evening and Summer Divisions offer opportunities for students whose work and family commitments do not permit daytime or school year study.



**DEPARTMENTS/COURSE
REQUIREMENTS**

FOUNDATION

GRAPHIC DESIGN

**INTERIOR/
ENVIRONMENTAL DESIGN**

FASHION ILLUSTRATION

FINE ARTS

FOUNDATION

The completion of the Foundation Program or its equivalent is a prerequisite for entry into any of the Major Programs.

The purpose of the Foundation Program is to provide students with the resources through which to learn the tools, techniques, concepts and attitudes which NESAD/D believes are necessary for the development of professionalism in any area of art. We have developed an interdisciplinary problem-solving approach to the study of drawing, the structure and logic of design, the nature and use of color, the design and use of letter forms, the tools and techniques of various painting media, and the relation of the present world of art to its past and its future through a study of art history; all with the purpose of educating the student in the fundamental language of the visual artist.

Through elective courses the first year student is also given an opportunity to explore the worlds of graphic design, interior/environmental design and illustration in order that an informed choice of a major field of study may be made at the end of the Foundation year.

The Foundation Program at NESAD/D is enriched through the use of area museums and galleries and through exposure to businesses and industries which employ artists in their operations. These kinds of interactions contribute to the visual and technical education of the student and provide valuable insights into possible applications of an art education.

In our contemporary world there is substantial evidence to support the view that the graduate with a diversified, adaptable background will be better able to function in the face of new problems than will his counterpart with a highly specialized, yet limited education. The first will be able to grow and change with the times; the second may find himself becoming rapidly obsolete. Thus the ability of NESAD/D to provide an interdisciplinary approach to problem solving greatly enhances the value of its graduates to their future employers, to society and to themselves.

Foundation Requirements

<i>fall semester</i>		<i>credits</i>
B02	Basic Drawing Techniques	1.5
B04	Basic Experimental Drawing	1.5
B10	Perspective	0.5
B22	Intro. to Watercolors	1.5
B30	Color: Principles & Techniques	1.0
B34	Basic Design	2.0
B60	Basic Life Drawing Concepts	1.0
B62	Basic Life Drawing Rendering	1.0
B70A	Art History Survey I	2.0
	Elective	1.0
	<i>Total</i>	<i>13.0</i>

<i>spring semester</i>		<i>credits</i>
B03	Intermediate Drawing Techniques	1.5
B05	Intermediate Experimental Drawing	1.5
B08	Intro. to Lettering	1.0
B23	Intro. to Oils & Acrylics	1.5
B35	Intermediate Design	2.0
B61	Intermediate Life Drawing Concepts	1.0
B63	Intermediate Life Drawing Rendering	1.0
B71A	Art History Survey II	2.0
B74A	English Composition for the Artist	1.0
	Elective	1.0
	<i>Total</i>	<i>13.5</i>

Credits: A credit represents a total of 30 clock hours of class time, or two class hours per week for the semester, except in the case of academic courses (indicated by the letter "A" following the course code) where a credit represents a total of 15 clock hours of class time or one class hour per week for the semester.

Foundation Electives: In order to more fully prepare for entry into one of the Major Programs in their second year, first year students are required to elect one of the following:

G02,03	Intro. to Graphic Design I & II
E10.11	Intro. to Interior Design I & II
G04,05	Intro. to Illustration I & II



GRAPHIC DESIGN

Graphic designers convert ideas, concepts and emotions into visual symbols and in this capacity have the ability to initiate, alter or reinforce the way our society perceives people, products and issues. Utilizing their design skills and their knowledge of typography, illustration, photography, printing and electronic media, graphic designers daily produce the visual communications which influence individual and group attitudes. The results of their efforts are seen in forms ranging from letterheads and logos, to newspaper and magazine ads, to television commercials, to books and catalogues and brochures, to packages and annual reports.

The Graphic Design Program is designed to equip students with the intellectual and practical abilities required of graphic communication professionals. Thus there are survey courses in the Program which emphasize both the conceptual and the pragmatic aspects of design. In order that the student may acquire fluency in the major "languages" of graphic design — typography, illustration, photography — there are speciality courses in all of these areas. In addition there are requirements in book design and package design, thus broadening the student's abilities. Finally there are courses which cover production processes in order that the student may gain a practical means of preparing art work for reproduction.

In terms of a student's time, energy and talent the Graphic Design Program is a demanding one. It has as its goal the preparation of genuine professionals. The

areas in which graduates may find employment are extremely diverse. The following are descriptions of some of these areas.

Advertising Agencies: Advertising agencies create promotional campaigns and support materials for products, corporations, institutions, issues and people. As such they almost always include sizable art departments whose job it is to conceive and produce visual materials which will support and enhance the work of copywriters, account executives and marketing specialists. Artists employed in advertising agencies range from creative art directors, to designers, illustrators and photographers, to mechanical artists.

Design Studios: These independent businesses are generally smaller than advertising agencies and specialize in such diverse areas as industrial design, package design, advertising design, illustration, corporate design and architectural graphics. Such studios may do work for organizations such as newspapers, magazines, advertising agencies, retail stores, etc. Independent studios have traditionally been a major source of employment for NESA/D graduates.

Publishing: There are several major book publishers in the Boston area which have substantial art departments requiring the diversified skills of graphic designers. The in-house designer must control the visible appearance of a book at all stages, from manuscript through final printing. Free-lance designers, illustrators and photographers may also be employed by publishing firms.

Newspapers and Magazines: Most newspapers and magazines have art departments which are responsible for creating an effective and attractive printed product. Designers with strong backgrounds in typography and graphic reproduction techniques are especially needed in this field.

Television: Television stations employ artists and designers on both a full-time and free-lance basis. Art directors may be involved in live television, film production, and promotions. Designers are frequently used to develop titles and news graphics.

Industry: Because of economic considerations and because of the desire for closer supervision and control of company literature, many larger corporations have their own in-house art departments. Such departments may deal with such wide ranging projects as annual reports, company advertising, sales presentations, newsletters, etc.

Printing: Large printing firms frequently supply design-related services for their clients. Such services range from simple paste-up and layout to total supervision of a project. In addition, printers need production supervisors to guide work through to final printing.

Free-Lance: Some designers work on what is called a free-lance basis: that is to say they supply their services to agencies, individuals etc. on a project-by-project basis. Free-lance designers work for a variety of different clients (such as those listed above) and tend to specialize in particular aspects of design.

Graphic Design Requirements — 2nd year

<i>fall semester</i>		<i>credits</i>
G06	Graphic Design Production	1.0
G10	Typography for the Designer	1.0
G26	Illustration I	1.0
G40.1	Graphic Design IA	1.5
G40.2	Graphic Design IB	1.5
G50	Basic Book Design	1.0
G60	Basic Photography	1.5
F88A	History of 19th Century Art	1.5
	Electives	2.0 to 5.0
	<i>Total</i>	<i>12.0 to 15.0</i>
<i>spring semester</i>		<i>credits</i>
G07	Graphic Design Production	1.0
G11	Typography for the Designer	1.0
G27	Illustration I	1.0
G41.1	Graphic Design IA	1.5
G41.2	Graphic Design IB	1.5
G51	Intermediate Book Design	1.0
G61	Intermediate Photography	
	or	1.5
G65	Experimental Photography	
F89A	History of 20th Century Art	1.5
	Electives	2.0 to 5.0
	<i>Total</i>	<i>12.0 to 15.0</i>

Graphic Design Requirements — 3rd year

<i>fall semester</i>		<i>credits</i>
G08	Production Workshop	1.0
G46	Package Design	1.0
G48.1	Graphic Design IIA	1.5
G48.2	Graphic Design IIB	1.5
G90A	Management	1.5
G92	Principles & Problems of Graphic Design	1.0
	Electives	4.5 to 7.5
	<i>Total</i>	<i>12.0 to 15.0</i>
<i>spring semester</i>		<i>credits</i>
G09	Production Workshop	1.0
G47	Package Design	1.0
G49.1	Graphic Design IIA	1.5
G49.2	Graphic Design IIB	1.5
G93	Principles & Problems of Graphic Design	1.0
	Electives	6.0 to 9.0
	<i>Total</i>	<i>12.0 to 15.0</i>

Credits: A credit represents a total of 30 clock hours of class time, or two class hours per week for the semester, except in the case of academic courses (indicated by the letter "A" following the course code) where a credit represents a total of 15 clock hours of class time or one class hour per week for the semester. Full-time students are required to add elective courses sufficient to bring their credit total to at least 12 credits per semester. Students may register for no more than 4 credits of academic courses per semester.

INTERIOR/ ENVIRONMENTAL DESIGN

The objective of the Interior/Environmental Design Program is to provide students with the intellectual and practical background necessary for professional work in both business and residential design. The Program stresses the development of design concepts and methodology, technical competency and aesthetic awareness — all necessary ingredients for creative, functional interior design.

The faculty of the Interior/Environmental Design Department is comprised of a group of dedicated, practicing professionals whose interests and experience span the range of interior design aspects. They bring to the Program an intimate familiarity with the realities of the design profession.

The Curriculum includes both studio and academic courses. Studio courses involve the study and practice of design methodology, design process, space planning, architectural interiors, landscape design, lighting design and furniture construction. Lecture courses cover interior structural systems, environmental controls, history of furniture, spatial heritage and acoustics. In addition students are introduced to professional realities through a course in business orientation.

The courses and the faculty in the Department of Interior/Environmental Design provide the student with a broad, flexible base from which he or she will be

able to meet the exacting professional requirements which the future will demand. A number of career possibilities available to the graduate are listed below.

Interior Designer: An all-around creator and designer of interior space. Designers may specialize in business or residential space, depending on their background and interest.

Space Planner: Space planners function as analysts and planners of efficient, functional interior space. Their goal is the optimum effective use of any given space based on the nature of the activity for which the space is designed.

Architectural Assistant: A general assistant to architects with specific emphasis on architectural interiors. Their function is very similar to that of general interior designers.

Color Consultant: The psychology of color is extremely important in today's living and the proper use of color is an effective way of changing an environment. Some designers specialize in the application of color for such purposes.

Urban Planner: Some designers specialize in urban design, dealing with residences, hospitals, housing for the elderly, etc. A background which includes familiarity with renovation of existing facilities is especially helpful in this area.

Rendering Artist: A person capable of capturing the intended atmosphere, mood and setting of a particular interior space in the form of a comprehensive illustration.

Interior/Environmental Design Requirements — 2nd year

<i>fall semester</i>	<i>credits</i>
E12A Environmental Control Systems: HVAC	1.0
E20 Interior Design Studio I	2.0
E22 Site Planning & Landscape Design	1.0
E40 Contract Drafting I: Basic	1.0
E44 Architectural Rendering I: Freehand Drawing	1.0
E60A Interior Structural Systems: Basic Elements of Construction	1.0
E62A History of Architecture: Spatial Heritage I	1.0
E64 Materials for the Interior Designer I	1.0
E82A History of Furniture I Electives	2.0 to 5.0
<i>Total</i>	<i>12.0 to 15.0</i>
<i>spring semester</i>	<i>credits</i>
E13A Environmental Control Systems: Electricity, Lighting, Plumbing, Conveyance Systems	1.0
E21 Interior Design Studio II	2.0
E23 Landscape Design & Interior Plantings	1.0
E41 Contract Drafting II: Intermediate	1.0
E45 Architectural Rendering II: Design Drawing	1.0
E63A History of Architecture: Spatial Heritage II	1.0
E65 Materials for the Interior Designer II	1.0
E67A Interior Structural Systems: Structural Space	1.0
E83A History of Furniture II Electives	2.0 to 5.0
<i>Total</i>	<i>12.0 to 15.0</i>

Interior/Environmental Design Requirements — 3rd year

<i>fall semester</i>	<i>credits</i>
E14A Lighting: Theory, Application & Design I	1.0
E24 Furniture Design & Construction I	1.0
E26 Interior Design Studio III: Commercial Design	2.0
E28 Interior Design Studio IV: Residential Design	1.5
E42 Contract Drafting III: Advanced	1.0
E46 Architectural Rendering III: Design Communications	1.0
Electives	4.5 to 7.5
<i>Total</i>	<i>12.0 to 15.0</i>
<i>spring semester</i>	<i>credits</i>
E15A Acoustics: Theory, Application & Design	1.0
E25 Furniture Design & Construction II	1.0
E27 Interior Design Studio V: Commercial Design	2.0
E29 Interior Design Studio VI: Residential Design	1.5
E43 Contract Drafting IV: Contract Documents	1.0
E47 Architectural Rendering IV: Delineation	1.0
E81A Business Orientation & Professional Practice	1.0
Electives	3.5 to 6.5
<i>Total</i>	<i>12.0 to 15.0</i>

Credits: A credit represents a total of 30 clock hours of class time, or two class hours per week for the semester, except in the case of academic courses (indicated by the letter "A" following the course code) where a credit represents a total of 15 clock hours of class time or one class hour per week for the semester. Full-time students are required to add elective credits sufficient to bring their credit total to at least 12 credits per semester. Students may register for no more than 4 credits of academic courses per semester.

FASHION ILLUSTRATION

The Fashion Illustration Program is designed to prepare the student for work in a variety of fashion related fields. The Fashion Rendering and Fashion Layout courses form the specialized nucleus of the Program. In the Fashion Rendering course the student will receive instruction which emphasizes the development of drawing skills geared toward the special requirements of the fashion field. A heavy emphasis is placed on the human figure, both male and female, and the course also includes instruction in such specialized areas as shoe and accessory illustration and fabric rendering. The Fashion Layout course deals with layout and design for advertising purposes and considers the special problems of fashion advertising. In addition the Fashion Illustration Program includes requirements in graphic design in order that the student may gain a broader understanding of design and advertising. Since the fashion illustrator must deal constantly with the human figure there are also course requirements in Life Drawing.

The Fashion Illustration Program is a specialized one, yet it is broad enough in scope to prepare the student for a variety of possible positions. Employment opportunities in the fashion field come under five major categories: advertising, editorial, pattern, general sketching and display. Of these, advertising offers the largest range of possibilities, including work for department stores, specialty stores, catalogues, brochures, mailers and general advertising. Some of the fields in which NESA/D graduates may find employment are described below.

Department Store Advertising: Involves working on advertisements which are the combined responsibility of many artists and designers, including layout artists. Some of the artists involved may be part of the regular staff of the store's advertising department and some may work on a free-lance basis, depending on the store's policy. Along with newspaper advertising, department stores send brochures and catalogues by direct mail to their charge customers.

Advertising Agencies: Larger agencies often hire fashion illustrators on a free-lance basis to produce work for clients involved in fashion related fields.

Specialty Store Advertising: Since few specialty stores can afford full-time advertising departments they often go to free-lance illustrators for art work appropriate to their advertising.

Fashion Reporting: A few large newspapers with full-time fashion editors use artists to sketch highlights of fashion showings.

Pattern Illustrating: Pattern companies, located primarily in New York, all have large staffs of artists to produce their catalogues, magazines and pattern envelopes. Such artists range from designers who plan the style to those who sketch the idea to those who do the finished drawing for reproduction in printed form.

Poster and Display Work: Display advertising includes posters and large background illustrations for window and floor display. As a rule these are one-shot sketches to be used as originals, not as the basis for reproduction in printed form. This type of work can be found in display firms or in department stores having display departments.

Fashion Illustration Requirements — 2nd year

fall semester		credits
I02	Fashion Rendering I	3.0
I06	Fashion Layout I	1.5
G40.1	Graphic Design IA	1.5
F60	Life Drawing Rendering II	1.0
F68	Life Drawing Concepts II	1.0
F88A	History of 19th Century Art	1.5
	Electives	2.5 to 5.5
	Total	12.0 to 15.0

spring semester		credits
I03	Fashion Rendering I	3.0
I07	Fashion Layout I	1.5
G41.1	Graphic Design IA	1.5
F61	Life Drawing Rendering II	1.0
F69	Life Drawing Concepts II	1.0
F89A	History of 20th Century Art	1.5
	Electives	2.5 to 5.5
	Total	12.0 to 15.0

Fashion Illustration Requirements — 3rd year

<i>fall semester</i>	<i>credits</i>
I04 Fashion Rendering II	3.0
I08 Fashion Layout II	1.5
G48.1 Graphic Design IIA	1.5
F62 Life Drawing Rendering III	1.0
F70 Life Drawing Concepts III	1.0
Electives	4.0 to 7.0
<i>Total</i>	<i>12.0 to 15.0</i>
<i>spring semester</i>	<i>credits</i>
I05 Fashion Rendering II	3.0
I09 Fashion Layout II	1.5
G49.1 Graphic Design IIA	1.5
F63 Life Drawing Rendering III	1.0
F71 Life Drawing Concepts III	1.0
Electives	4.0 to 7.0
<i>Total</i>	<i>12.0 to 15.0</i>

Credits: A credit represents a total of 30 clock hours of class time, or two class hours per week for the semester, except in the case of academic courses (indicated by the letter "A" following the course code) where a credit represents a total of 15 clock hours of class time or one class hour per week for the semester. Full-time students are required to add elective courses sufficient to bring their credit total to at least 12 credits per semester. Students may register for no more than 4 credits of academic courses per semester.

FINE ARTS

The Fine Arts Program trains its students in the visual concepts of good design, drawing, painting, sculpture and print-making techniques by means of which the artist may make his/her statement. Instruction emphasizes the development of good craftsmanship in these major areas since NESAD believes that it is not enough to ask the artists to express himself without giving him the breadth of visual and technical vocabulary to enable him to do so in a professional, mature manner.

A balance between required courses and electives allows the student latitude to specialize in a particular area if he so chooses and ensures the scope of background necessary for the truly professional artist. Also available to the student in the Fine Arts Program are courses from the other Major Departments (Graphic Design, Fashion Illustration, Interior/Environmental Design) which can prove to be of immense value to the fine artist in these days of increasingly less arbitrary distinctions between the fine arts and the commercial arts.

The most vital art of the future will not happen in isolation, nor will it be produced by an artist who is not positively interacting with his society. The Fine Arts Program at The New England School of Art & Design is designed to produce professionally trained artists who can take their rightful place as valuable members of our society.

Fine Arts Requirements — 2nd year

<i>fall semester</i>	<i>credits</i>
F02 Drawing II	1.5
F24 Concepts & Techniques of Painting I	1.5
F40 Intro. to Sculpture	1.5
F50 Basic Silkscreen Techniques	1.5
F60 Life Drawing Rendering II	1.0
F68 Life Drawing Concepts II	1.0
F88A History of 19th Century Art	1.5
G26 Illustration I	1.0
Electives	1.5 to 4.5
<i>Total</i>	<i>12.0 to 15.0</i>
<i>spring semester</i>	<i>credits</i>
F03 Drawing II	1.0
F25 Concepts & Techniques of Painting I	1.5
F41 Intermediate Sculpture	1.5
F51 Intermediate Silkscreen Techniques	1.5
F61 Life Drawing Rendering II	1.0
F69 Life Drawing Concepts II	1.0
F89A History of 20th Century Art	1.5
G27 Illustration I	1.0
Electives	1.5 to 4.5
<i>Total</i>	<i>12.0 to 15.0</i>

Fine Arts Requirements — 3rd year

<i>fall semester</i>	<i>credits</i>
F04 Drawing III	1.5
F20 Non-Objective Painting	1.5
F26 Concepts & Techniques of Painting II	1.5
F54 Basic Printmaking Techniques	1.5
F62 Life Drawing Rendering III or	1.0
F70 Life Drawing Concepts III	
G36 Expressive Illustration	1.5
Electives	3.5 to 6.5
<i>Total</i>	<i>12.0 to 15.0</i>

<i>spring semester</i>	<i>credits</i>
F05 Drawing III	1.5
F21 Non-Objective Painting	1.5
F27 Concepts & Techniques of Painting II	1.5
F55 Intermediate Printmaking Techniques	1.5
F63 Life Drawing Rendering III or	1.0
F71 Life Drawing Concepts III	
F85A The Business of Art	1.5
Electives	3.5 to 6.5
<i>Total</i>	<i>12.0 to 15.0</i>

Credits: A credit represents a total of 30 clock hours of class time, or two class hours per week for the semester, except in the case of academic courses (indicated by the letter "A" following the course code) where a credit represents a total of 15 clock hours of class time or one class hour per week for the semester. Full-time students are required to add elective courses sufficient to bring their credit total to at least 12 credits per semester. Students may register for no more than 4 credits of academic courses per semester.



PORTFOLIO

FOUNDATION

GRAPHIC DESIGN

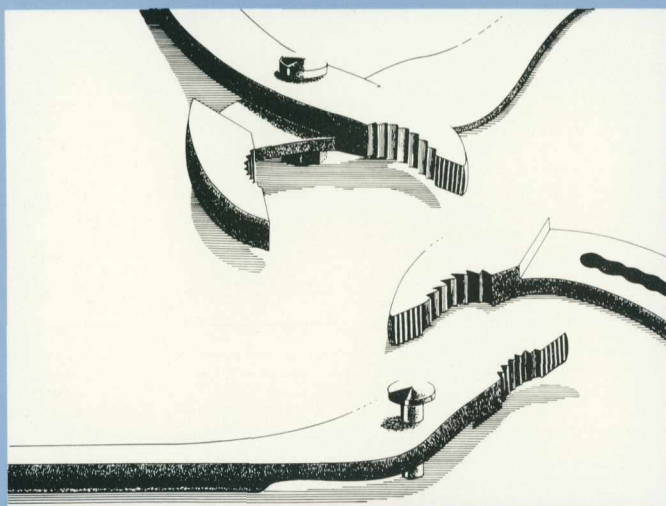
ILLUSTRATION

PHOTOGRAPHY

**INTERIOR/ENVIRONMENTAL
DESIGN**

FASHION ILLUSTRATION

FINE ARTS



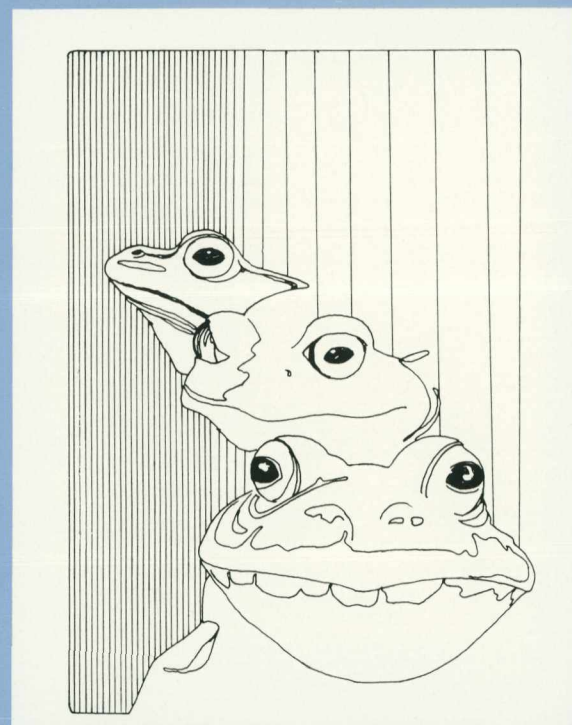
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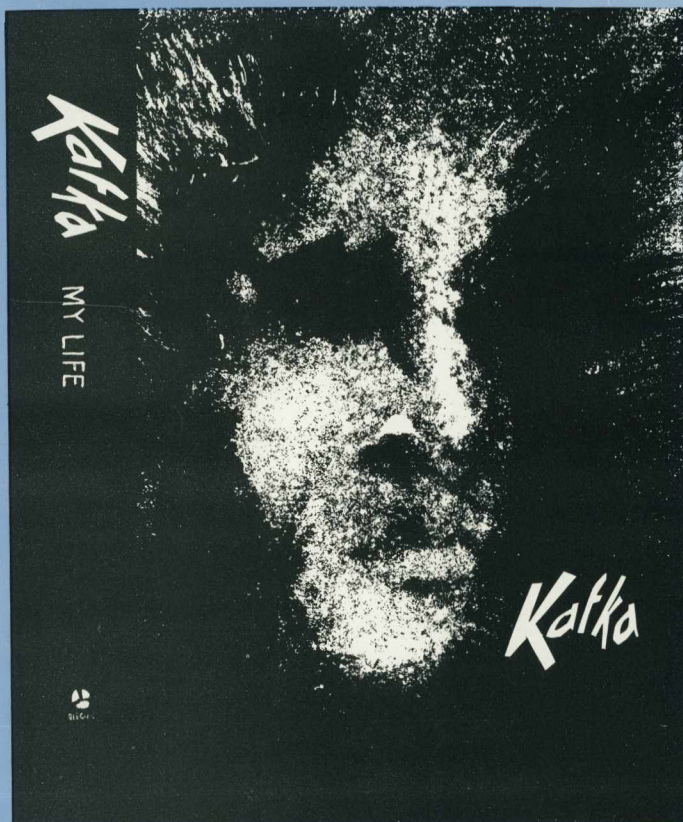
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GRAPHIC DESIGN

1. *Kafka* Gwen Frankfeldt '80 Book Design
2. *Poster Design* Linda Cheren, Special Student Graphic Design II
3. *Lufthansa* Dean Noble '80 Graphic Design I
4. *Glaucoma Check-Up* Tom Kaminsky '79 Graphic Design II
5. *Arnold Arboretum* Diane Adams '79 Graphic Design II



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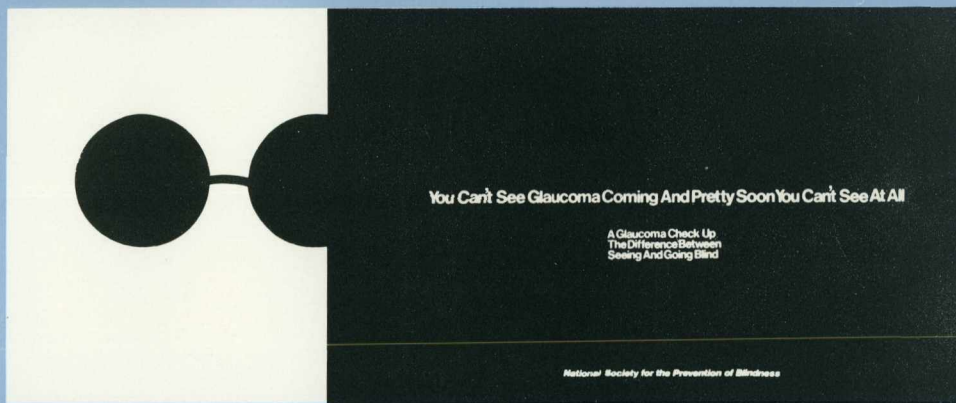
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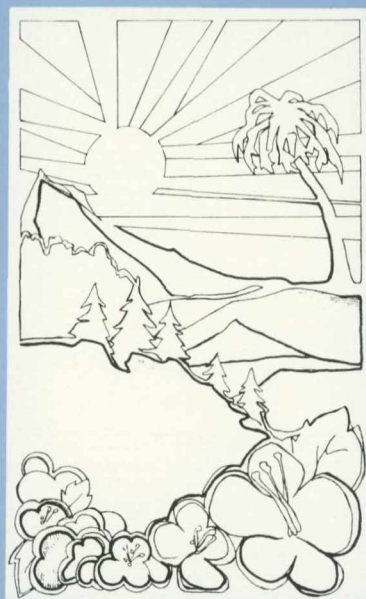
ILLUSTRATION

1. *Sunrise* John Goodwin '80
Illustration

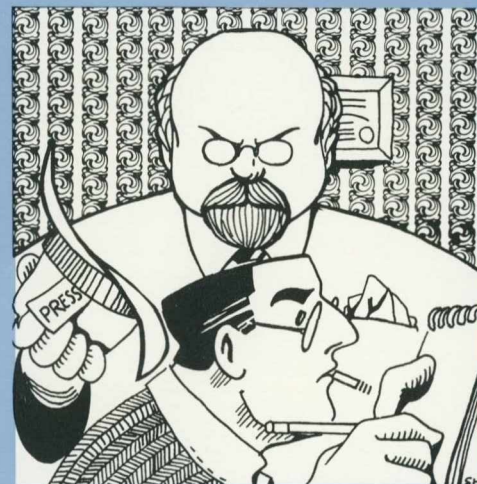
2. *Psychology vs. The Press* Scott Hill
'79 Illustration

3. *Train Ride* Diane Ponte '80
Sketchbook

4. *Fisherman* Randy Allen '79
Illustration



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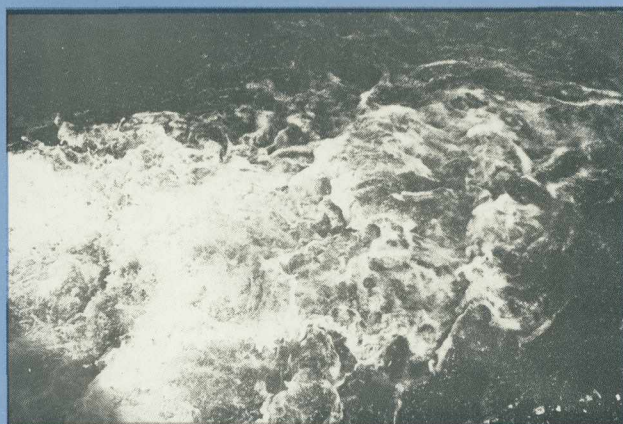
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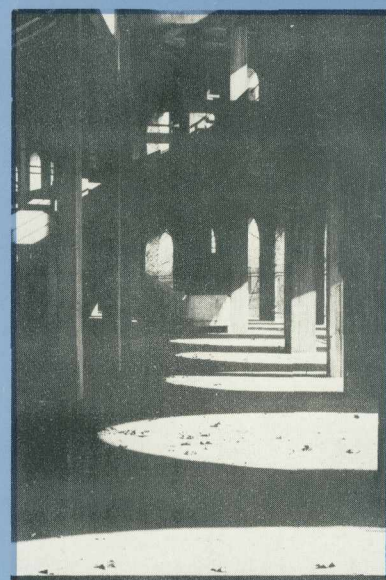
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PHOTOGRAPHY

1. *Water* John Coffey '79 Basic
Photography
2. *Shadow Study* Annette Vandaele '80
Basic Photography
3. *Time Exposure* Dean Noble '80
Basic Photography
4. *Double Exposure* Christine Jellow
'79 Experimental Photography



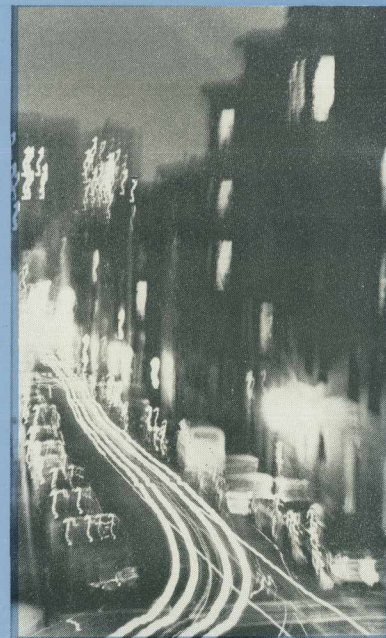
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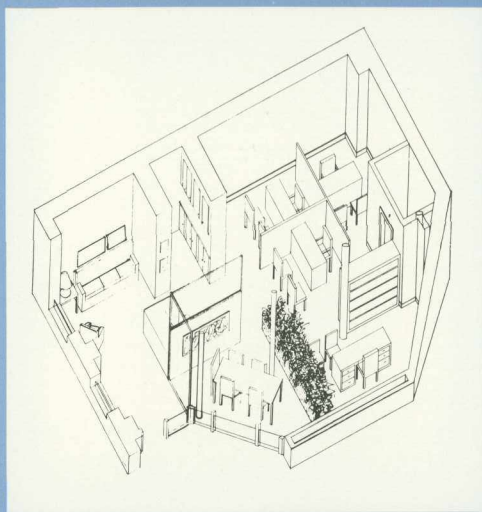
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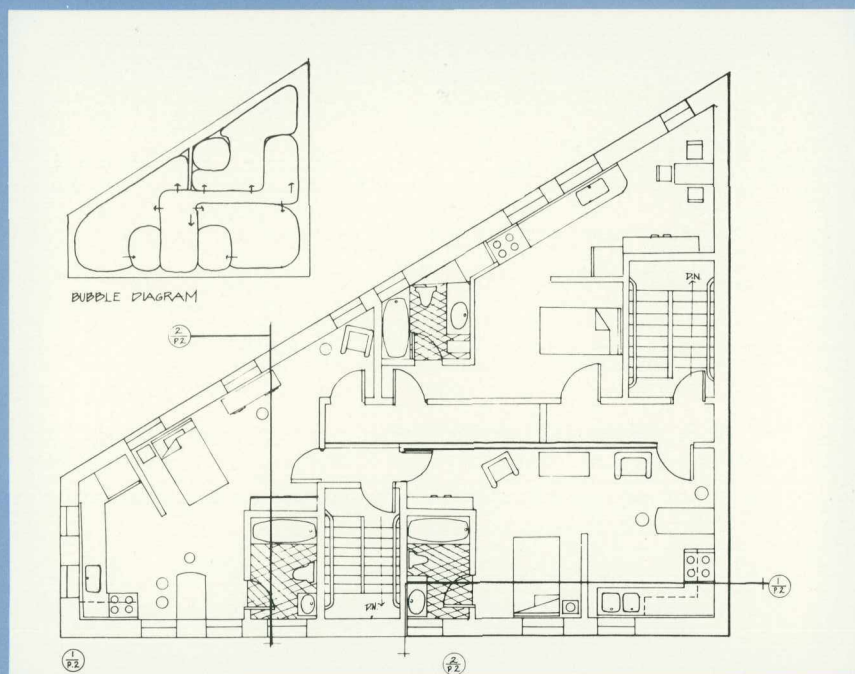
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INTERIOR/ENVIRONMENTAL DESIGN

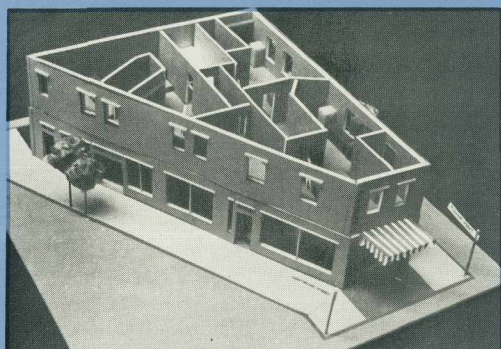
1. *Plan Oblique* Denise Robichaud '80
Architectural Rendering I
2. *Floor Plan* Christine Lahiff '80
Interior Design Studio I
3. *Interior* Paul Lanoix '79 Residential
Design
4. *Model* Rolando Moreno '81 Interior
Design Studio I



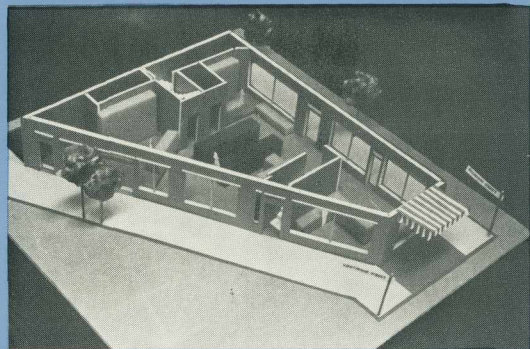
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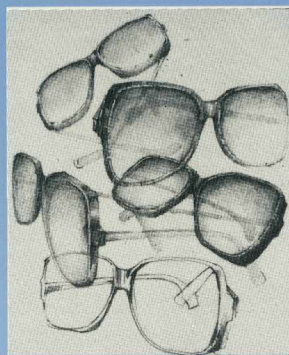
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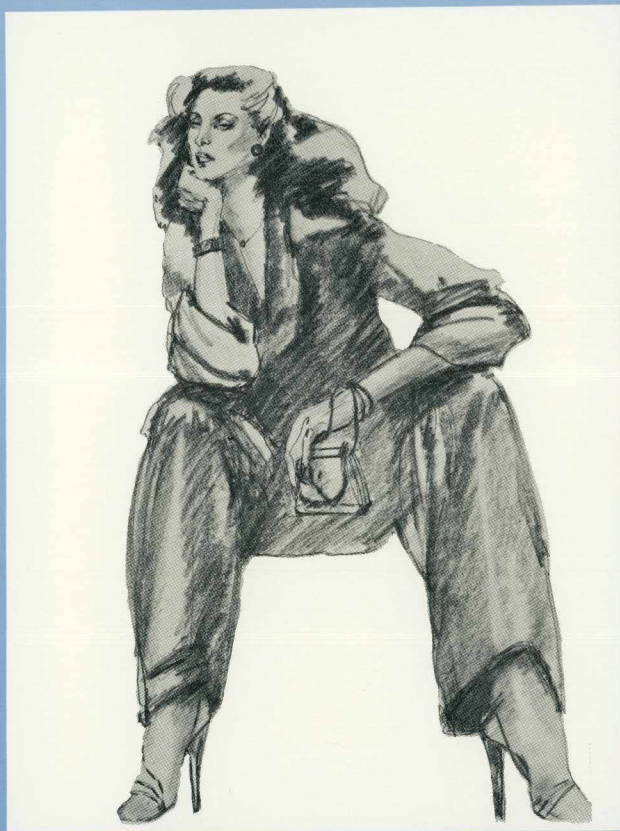
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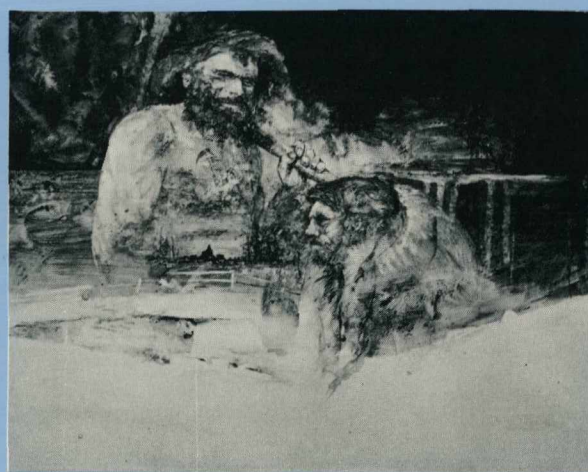
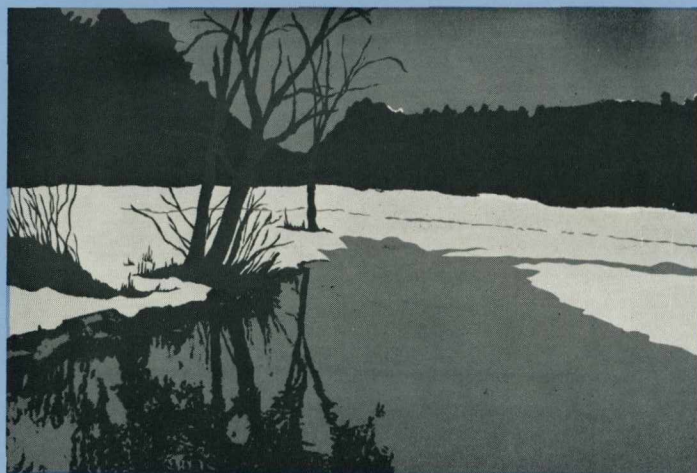
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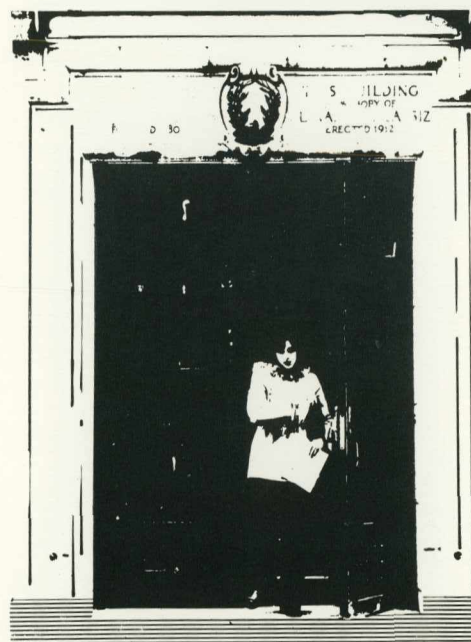


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3





COURSE DESCRIPTIONS

Research Tutorial

Work-Study

**FOUNDATION
DEPARTMENT**

**GRAPHIC DESIGN
DEPARTMENT**

**INTERIOR/
ENVIRONMENTAL
DESIGN DEPARTMENT**

**FASHION ILLUSTRATION
DEPARTMENT**

FINE ARTS DEPARTMENT

A note on course descriptions: Within each Department courses are listed sequentially according to course code. In general, courses with even numbered course codes are offered during the Fall Semester and courses with odd numbered course codes are offered during the Spring Semester. Courses with two course codes (e.g. F98, 99) will run for both the Fall and Spring Semesters (i.e. the full school year). Information regarding semesters offered, credits, duration and frequency of class meetings, and total class hours is listed with each course description. Specific course prerequisites are listed, where applicable, with course descriptions. Most courses in the Departments of Graphic Design, Interior/Environmental Design, Fashion Illustration and Fine Arts have as a prerequisite the completion of the Foundation Program or its equivalent. Courses listed under the Foundation Department have no specific prerequisites (except where noted) other than normal admissions requirements. Please see *Admissions* for details. A complete schedule of courses which includes information regarding instructors assigned to courses and the days and times of class meetings is available by August 1 for the upcoming school year. Course offerings, content and format are subject to change, alteration or deletion in accordance with changing needs, course enrollment and the availability of qualified instructors. All such changes are subject to the approval of the Commonwealth of Massachusetts, Department of Education.

RT2, 3

Research Tutorial

The highly motivated, inquisitive student will sometimes find that a specific direction of study in which he or she is interested is not covered by an existing course at NESAD. For example, an Interior/Environmental Design student may desire to develop his or her ability to photograph interior and architectural space, and although this area of photography may have been introduced in an existing photography course, no course is currently offered which covers the subject in depth. In order to accommodate such students NESAD has developed the Research Tutorial. Working closely with a faculty advisor a student will write a clearly defined program of study, drawing on the resources available at NESAD and elsewhere. Such a proposal will then be presented to the appropriate Department Chairman and the Administration. If found acceptable, the student may then pursue this individually designed program of study. At the end of the semester the student's work will be evaluated and appropriate credit given. Only full-time students in good standing may apply for a Research Tutorial and a maximum of 2 credits per semester will be given. All Research Tutorial proposals must have clearly defined objectives, methods and schedules and must demonstrate significant professional/vocational relevance. All such proposals must be approved by a faculty advisor, the appropriate Department Chairman and the Administration.

WS

Work-Study

The Work-Study Program of The New England School of Art & Design is a program which is designed to give senior students experience in and exposure to the realities of the professional world of art and design. Under this program a student may be placed with an agency, studio, business firm etc. whose work is directly related to the student's major field of study. In such settings students work on a part-time basis and function essentially as apprentice employees. Participating students receive credit for such work, the amount of credit being dependent on the amount of time devoted to Work-Study. This program is open to full-time students only and is ordinarily limited to seniors. Participating students may substitute Work-Study for elective courses, but may not be released from required courses of their Department. Students may earn no more than 5 credits for Work-Study and one credit will be given for every 45 hours of Work-Study. All Work-Study time must be confirmed in writing in order for credit to be given. All Work-Study arrangements must be approved by the appropriate Department Chairman and the School prior to student participation. The objectives of the Work-Study Program are purely educational in nature and therefore students may not be paid for their Work-Study time (i.e. that time for which they are receiving credit).

FOUNDATION DEPARTMENT

The completion of the Foundation Program or its equivalent is a prerequisite for entry into any of the Major Programs. Courses listed under the Foundation Department are first year courses and are not ordinarily elective for students enrolled in any of the Major Programs. However, part-time students, transfer students lacking specific courses and students required to repeat courses may elect courses from this list.

B02

Basic Drawing Techniques

The nature of the drawing experience will be explored and the student's awareness heightened through an examination of the relation between the objective for the drawing and the use of visual, aural and tactile senses. Contour and modelling exercises will be used to increase the student's sensitivity to tool use in relation to subject.

fall semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

B03

Intermediate Drawing Techniques

prerequisite: B02

A continuation of *Basic Drawing Techniques*, this course will pursue the study of light as it affects form. A study of recent masters in innovative techniques in space manipulation will aid the student in developing skills in the use of overlapping images, rendering textural surfaces, controlling value and line. Problems solved in this course will encourage the student to synthesize drawing with other studies such as design and color and will begin the development of a personal approach to creative production.

spring semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

B04

Basic Experimental Drawing

A corollary to the more controlled skills acquired in *Basic Drawing Techniques*, this course will emphasize spontaneous expression and visual problem solving as approaches to innovative drawing. Aesthetic awareness and the intimate involvement of the artist's personality in the act of drawing will result in the development of drawing skills which can speak clearly and authoritatively.

fall semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

B05

Intermediate Experimental Drawing

prerequisite: B04

A continuation of *Basic Experimental Drawing*, this course will greatly extend the student's familiarity with potential drawing tools and attitudes, thus broadening his expressive range. The student will learn how to choose an appropriate tool or medium to suit the desired visual impact. Increasingly students will be assigned projects suited to further developing their ability to make unique, interpretive statements.

spring semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

B08

Introduction to Lettering

This course covers the historical, theoretical and practical aspects of hand lettering with emphasis on the use of the broad edged pen, as well as the relationship of lettering to graphic design and type design. The student will be trained in recognizing good letter forms and in understanding basic lettering theory and construction, rather than in the mere copying of alphabets. The specific styles of lettering to be covered are: Roman Capitals, Gothic, Chancery Cursive and Bookhand.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

B10

Perspective

This course will introduce students to the concepts and techniques involved in the representation of three-dimensional forms and space on a two-dimensional surface.

Emphasis will be placed on the creative possibilities inherent in a comprehensive understanding of the fundamental principles or perspective. Although the course will deal primarily with Renaissance Linear Perspective, other methods of space presentation and manipulation will be included. The principles learned will enable the student to work either mechanically or freehand and will serve as the foundation for more advanced studies for those pursuing interior/environmental design.

fall semester, .5 credit

one 1 hour meeting per week

15 class hours total

B22

Introduction to Watercolors

An introduction to painting with watercolors, this course will deal with the proper use of materials, basic strokes, color mixing (beginning with a limited palette and working up to a full palette) and the rendering of basic three-dimensional forms in space. In addition the course will emphasize sound composition and design through still-life problems. The objective of this course is to help the student develop the ability to create his own compositions with confidence and professionalism.

fall semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

B23

Introduction to Oils & Acrylics

The particular characteristics of both oil and acrylic paints will be examined and explored through a series of class exercises. Appropriate painting surfaces, paint mixing and handling and the unique tools and mediums associated with the two media will be an important part of this course. The vehicle for study will be the creation of original compositions, giving the student an opportunity to

pursue problems in space handling and idea communication.

*spring semester, 1.5 credits
one 3 hour meeting per week
45 class hours total*

B30

Color: Principles & Techniques

An introduction to the study of color interaction and the principles and psychology of color. The main emphasis of the course will be related to the color theories developed by Josef Albers of the Bauhaus. Also considered will be the color systems of Birren, Munsell and Goethe. The course will rely on the use of a standard palette of color paper in order to avoid the common confusions of pigment mixing. Paint pigments will be used only when the student has developed some sophistication in predicting color effect.

*fall semester, 1 credit
one 2 hour meeting per week
30 class hours total*

B34

Basic Design

It is the goal of this course to develop a thorough understanding of and fluency in the basic principles of two-dimensional space organization. Class studies will follow a linear progression from the simple to the complex and will include exercises in point, line, rhythm, form, shape, balance, contrast, texture and tonality. The course will also develop the mechanical skills (use of triangles, T-squares, ruling pens, etc.) necessary to properly execute ideas. The ultimate goal is an understanding of the logic and structure of two-dimensional design.

*fall semester, 2 credits
two 2 hour meetings per week
60 class hours total*

B35

Intermediate Design

prerequisite: B34

A continuation of *Basic Design*, this course will emphasize the application of the principles studied during the first semester. It will also expand the fundamental principles of two-

dimensional space into the area of three-dimensional space and form. Throughout the student will be encouraged to apply his developing critical faculties to practical problems; to learn how to analyze and critique art work.

*spring semester, 2 credits
two 2 hour meetings per week
60 class hours total*

B60

Basic Life Drawing Concepts

A studio course in drawing from the model which will include the following studies: gesture drawing, contour drawing, the use of value, brush, watercolor, ink and conte crayon. Primary emphasis will be placed on the development of sensitive form perception and on techniques which can give the artist both control and freedom of expression. A brief study of human anatomy as it relates to the artist's purpose will also be included.

*fall semester, 1 credit
one 2 hour meeting per week
30 class hours total*

B61

Intermediate Life Drawing Concepts

prerequisite: B60

A continuation of the work of *Basic Life Drawing Concepts*, this course will allow the student more freedom of choice in terms of media used and will concentrate on a more sophisticated application of fundamental drawing concepts and techniques. The work of the masters will be examined as it relates to the student's increasing development in drawing the figure.

*spring semester, 1 credit
one 2 hour meeting per week
30 class hours total*

B62

Basic Life Drawing Rendering

Intended as a balance to *Basic Life Drawing Concepts*, this course will emphasize a more purely observational approach aimed at developing the student's ability to render the human figure with accuracy and clarity. The course will include an essentially classical approach to human proportions and will also

deal with such typical problem areas as heads, hands, and feet.

*fall semester, 1 credit
one 2 hour meeting per week
30 class hours total*

B63

Intermediate Life Drawing Rendering

prerequisite: B62

A continuation of *Basic Life Drawing Rendering*, this course will focus on more finished renderings based on longer poses. In addition the course will include experiments in a wide variety of media including charcoal, ink, conte crayon, watercolors, prisma colors, and combinations of these media.

*spring semester, 1 credit
one 2 hour meeting per week
30 class hours total*

B70A

Art History Survey I

A survey of art history from Egypt to the High Gothic period. Painting, sculpture and architecture will be examined in a series of slide lectures. Thematic comparisons from the works of the various periods will unify the study. Gallery and museum trips will on occasion be required. Major areas of study will include: Egyptian art, Greek art, Etruscan and Roman art, Early Christian art, Early Medieval art, Romanesque art and Gothic art.

*fall semester, 2 credits
one 2 hour meeting per week
30 class hours total*

B71A

Art History Survey II

A survey of art history from the fifteenth century to the twentieth century. Painting, sculpture and architecture will be examined in a series of slide lectures which will be supplemented by readings from Janson's *History of Art*. Major areas of study will include: The Pre-Renaissance in Flanders, France and Germany, the Early Renaissance, the High Renaissance, Mannerism, the Baroque, Neoclassicism and Romanticism, Realism and Impressionism, the Post Impressionists, and the Twentieth Century.

*spring semester, 2 credits
one 2 hour meeting per week
30 class hours total*

B74A

English Composition for the Artist

This course seeks to encourage basic verbal communication skills as they relate to the needs and interest of the visual artist. The course emphasizes the similarities between visual and verbal communications, rather than the superficial differences. Frequent reference is made to the tools and language of the visual artist and assignments are often designed to parallel problems encountered in other courses. Major areas of study include: description, symbolism, and critical/analytical writing. It is the goal of the course to provide students with the basic tools and methods necessary for developing fluency in expression and exposition.

spring semester, 1 credit

one 1 hour meeting per week

15 class hours total

GRAPHIC DESIGN DEPARTMENT

G02, 03

Introduction to Graphic Design I & II

open to freshmen

An introductory course designed to familiarize students hoping to enter the Major Program in Graphic Design with the major specialities, language, tools and techniques of the graphic design field. Included will be an introduction to advertising, typography, layouts, comprehensives and the preparation of art work for commercial purposes through reproduction. The goal of this course is to provide the student with a background sufficient to allow him or her to make an intelligent, informed decision regarding the choice of a Major Program.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G04, 05

Introduction to Illustration I & II

open to freshmen

An introductory course designed to expose students to the wide range of possibilities in the world of professional illustration. The course will include an examination of several

speciality areas of illustration (e.g. book illustration, magazine illustration, editorial, interpretive, humorous) and an exposure to the many styles and approaches which have been used. The course will stress learning through doing and will therefore involve the actual execution of illustrations appropriate to the area being studied. Where possible, guest lecturers from the professional world will be invited to speak with the class.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G06, 07

Graphic Design Production

The principles and techniques used in the development of art work from design through to final printing. Layout, comprehensive, paste-up and mechanical preparation will be considered in relation to the various printing media. Field trips and lectures by individuals employed in the various areas of the graphic design production field will familiarize the student with a wide variety of techniques and operations. Also included will be an introduction to practical business aspects such as making estimates, quotations and contracts and adhering to a realistic schedule.

fall and spring semesters

1 credit per semester

one 2 hour class per week

30 class hours per semester

G08, 09

Production Workshop

prerequisite: G06, 07

This course will stress the practical application of the principles and techniques developed in *Graphic Design Production*. Emphasis will be placed on increasing sophistication in the use of tools and materials and increasing refinement in terms of the speed and accuracy of their application. Where possible design problems encountered in other courses will be followed through to production stage and examined for practicability.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G10, 11

Typography for the Designer

The study and practical application of typography and letter design as they relate to clear communication by the graphic designer. Major areas of study will include: the history and evolution of alphabets and type faces; typographic terminology; type classification and identification; copyfitting; type selection; typesetting equipment and technology; type-face design. The aim of this course is to develop in the student an awareness of the enormous impact typography has on design. In addition, the course seeks to develop practical skills which will allow the student to intelligently discuss, select, order and evaluate type and its appropriateness to a given task.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G20, 21

Advanced Calligraphy

prerequisite: B08

The study and practice of calligraphic techniques, tracing their development from the Paleographic era to the twentieth century, with emphasis on seven basic historical styles of lettering: Roman, Roman Rustica, Celtic, Gothic, Italic, 18th century Script and Book-hand. Particular emphasis will be placed on training the student to be aware of what constitutes good letter form and design; the practical uses of hand lettering and their relationship to the graphic arts and type design through the hand rendering of letter forms.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G22, 23

Cartooning

An exploration of basic cartooning media and techniques for a variety of applications, from gag panels to greeting cards and caricatures. The course will include an examination of professional practitioners such as Al Feldstein, Art Spiegelman, Milt Gross, Bill Mauldin and Harvey Kurtzman. Also studied will be

periodicals such as Mad and National Lampoon.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G26, 27

Illustration I

A practical study of basic illustration styles and techniques with an emphasis on the pictorial translation of the written or spoken word. Techniques studied will include pen & ink, brush, coquille paper, Grafix paper and collage. The work of illustrators such as Maxfield Parrish, Robert Grossman, Milton Glaser, Lynd Ward and others will also be studied.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G28, 29

Illustration II

prerequisite: G26, 27

The study and practice of advanced illustration techniques with an emphasis on the use of color and an expanded range of media. The student will be encouraged to explore individual directions and approaches with the goal of developing a distinctive personal style.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G30, 31

Design & Personality

An introduction to the interaction of the client and the designer/illustrator. The main emphasis of the course will be related to the dichotomy between fulfilling the client's needs and the designer's desires. Through a series of exercises students will be encouraged to develop solutions to design problems which will satisfy the client and yet still reflect their personal point of view.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G34, 35

Fantasy & Science Fiction Illustration

This course will examine central concepts in science fiction and fantasy and strive for their concrete visualization. The evolution of science fiction literature and film will be examined as well as trends in the visual interpretation of this material. Authors and artists to be dealt with include H.P. Lovecraft, Philip K. Dick, Robert Bloch, Ray Bradbury, Max Ernst and others.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G36, 37

Expressive Illustration

The objective of this course is to expand the student's concept of drawing to include the aspect of storytelling while at the same time enlarging repertoire of techniques relative to story themes. The course will develop the ability to work within strict limitations while still finding an approach which allows for freedom of expression. Imagination and design are critical factors.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

45 class hours per semester

G38, 39

Sketchbook Course

prerequisite: permission of instructor

The objective of this course is to prepare the student who is interested in illustration as a career in the fine art of sketching. The course deals with many factors which an illustrator must be constantly practicing in order to perfect his draughtsmanship and his ability to be a strong, effective visual communicator.

Throughout the sketchbook is viewed as the illustrator's laboratory for exploring and developing new ideas, approaches and techniques.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

45 class hours per semester

G40.1, 41.1

Graphic Design IA

A broad introductory survey of typical problems encountered by the professional graphic designer. Where relevant, the course will also include material related to the production of printed matter. The course will on occasion include visits to professional design studios and agencies. Unlike *Graphic Design IB* which stresses long-term, in-depth work, this course will strive for diversity and flexibility in assignments. Areas to be covered include brochure design, newspaper advertising, magazine advertising, poster design, annual report, sign systems, political advertising and promotional campaigns for movies.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

45 class hours per semester

G40.2, 41.2

Graphic Design IB

Intended as a balance to *Graphic Design IA*, this course will emphasize in-depth conceptual design work rather than a wide variety of short-term problems. Thus the course will include two semester long projects, one in commercial advertising and the other in public service advertising. Each project will involve the development of a complete advertising campaign based on extensive research. Art directors from professional advertising agencies will be invited to evaluate student work at various stages of development.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

45 class hours per semester

G46, 47

Package Design

prerequisite: G40.1, 41.1, G40.2, 41.2

This course will require that the student learn to apply two dimensional concepts and techniques to the area of three dimensional problems. The course will stress the importance of thinking three dimensionally, considering the total impact of a package rather than just one surface. Also studied will be basic ideas of marketing; the logic behind

a design, product positioning, competitive brands, research into what portions of society are being appealed to, etc. This study will be supplemented by technical information on packaging such as construction methods, folding and scoring, die-cutting, cans, bottles, tubes, blister-packs, shrink-wrapping, etc.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G48.1, 49.1

Graphic Design IIA

prerequisite: G40.1, 41.1

A continuing survey of a broad range of typical graphic design problems which will stress increasing sophistication in concept, development and execution. The ultimate goal of the course is the preparation of a professional quality portfolio which demonstrates a wide variety of capabilities.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

45 class hours per semester

G48.2, 49.2

Graphic Design IIB

prerequisite: G40.2, 41.2

This course for senior students in the Graphic Design Program will explore conceptual design possibilities and their practical, professional application through student execution of design projects chosen by the instructor precisely because of their professional requirements. As with *Graphic Design IIA*, this course will have as a goal the preparation of a professional portfolio.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

45 class hours per semester

G50

Basic Book Design

A course in beginning book design for graphic designers. The course will focus on the practical design of adult books. The following areas will be covered: basic typography as related to book design; the manufacturing stages of producing a book; the design and

history of books; the elements of the physical book; the coordination of the visual elements of a book. Students will execute several book design projects as part of the course.

fall semester, 1 credit

one 2 hour meeting per week

30 class hours total

G51

Intermediate Book Design

prerequisite: G50

A continuation of *Basic Book Design*, this course will involve the student in practical, in-depth application of the principles and techniques learned during the first semester. Three major projects will be executed, each following a problem through from concept to completed design. Emphasis will be placed on analyzing a complex set of specifications and arriving at a refined, yet practical design solution.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

G60

Basic Photography

A thorough introduction to the basics of camera use and control, and darkroom procedures for developing and printing black and white photographs. Emphasis will be placed on learning by doing and the course will involve extensive use of the darkroom. An appreciation for aesthetic concerns will be developed by critiques of student work and class discussions of the work of influential photographers.

fall semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

G61

Intermediate Photography

prerequisite: G60

This course is a continuation of *Basic Photography* and concerns itself with two major areas: advanced camera and darkroom techniques and the application of these techniques in communicating a personal message. The format of the course will involve extensive use of the darkroom and will feature class critiques of assignments. The work of prominent

photographers will be discussed in relation to the material considered.

spring semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

G65

Experimental Photography

prerequisite: G60

Experimental Photography presents the opportunity for students to use other than conventional photographic means to create interesting and powerful images. The format of in-class demonstrations by the instructor and follow through by students is designed to remove the mystery from these experimental techniques. During the first part of the course students will make photograms, self-portraits without a camera, kodaliths, color posterizations using color-key equipment, and photostatic copies of their art work. Also included will be experiments in cyanotypes, hand coloring, toning, solarization and use of screens and textures.

spring semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

G66, 67

Advanced Photography

prerequisite: G61 or G65

The aim of this course is to introduce future commercial artists to a wide variety of photographic topics in order that they will be able to deal more effectively with photographs and photographers in their future field of endeavor. The course is designed to expand the basic concepts learned in earlier photography courses, allowing the class members to make more sophisticated images. The majority of the material will cover technical subjects and will be presented as a survey of the many different processes in photography. Among the topics included in the course are studio work, documentary photography, non-silver processes, color photography and the manipulated print.

fall and spring semesters

1.5 credits per semester

one 3 hour meeting per week

45 class hours per semester

G78, 79

Animation Storyboard

This course will be an introduction to the art of cinematic storytelling. Both visual and audial elements will be examined as well as montage theory and the history of cinema. The course will deal with both live action and animated film making. Emphasis will be placed on the use of storyboards, which are visual blueprints employed in the planning stage of most animated and live action films.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

G90A

Management

The objective of this course is to develop in the student an understanding of the theories and practices of advertising, sales promotion and marketing. Case histories will be used in order to give the student a realistic picture of the advertising and graphic design profession. Also examined will be the role of the graphic designer in advertising agencies and corporate advertising departments.

fall semester, 1.5 credits

one 1.5 hour meeting per week

22.5 class hours total

G92, 93

Principles & Problems of Graphic Design

prerequisite: senior status

A course designed for senior students in the Graphic Design Program which will function as a seminar in which to examine and experience the relations between the graphic designer and the client, the printer, the art director, the photographer, the illustrator and all the other specialists and subcontractors whose requirements and decisions will affect the work of the designer.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

INTERIOR/ ENVIRONMENTAL DESIGN DEPARTMENT

E10, 11

Introduction to Interior Design I & II

open to freshmen

An introductory course that will serve as a catalyst for exploration into the many facets of the interior design profession. The objectives of this course are to expose students to as many possible areas pertaining to designed interior spaces and the built environment. Topics of study will include: elements of basic three dimensional design (light, color, texture, shadow, pattern, rhythm, volume), elementary drafting skills and tools, freehand sketching, materials, furniture and an overview of the profession in general. The course will be supplemented by guest lecturers, field trips and outside reading.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

E12A

Environmental Control Systems: HVAC

An introduction to the mechanical systems of heating, ventilating and air conditioning of interior environments will be studied in lecture format. The quality of space and the implications mechanical systems have for environmental/human comfort will be addressed as pertinent issues for the interior design student and his or her own design work.

fall semester, 1 credit

one 1 hour meeting per week

15 class hours total

E13A

Environmental Control Systems: Electricity, Light, Plumbing, Sound and Conveying Systems

An introduction to the control systems which regulate and nourish the built environment, such as electricity, lighting, plumbing and water systems. Also issues relating to the quality of space as effected by control systems and the implications on design solutions

will be pursued through an examination of interior design students' studio work as case studies.

spring semester, 1 credit

one 1 hour meeting per week

15 class hours total

E14A

Lighting: Theory, Application & Design I

An introduction to the art and science of illumination. This lecture series will discuss lighting principles, the state of the art, and the application of lighting into interior environments for aesthetic, functional and spatial effects. Studio problems will be utilized for the discussion of lighting as well as fixture and source selection.

fall semester, 1 credit

one 1 hour meeting per week

15 class hours total

E15A

Acoustics: Theory, Application & Design

Lectures in sound principles, concepts and the state of the art. Theories as well as the application of materials in interior space for sound control and space acoustics as they affect human experiences will be the vehicle of study for this course. Whenever possible studio problems will be used for discussion, demonstration and class projects.

spring semester, 1 credit

one 1 hour meeting per week

15 class hours total

E17

Lighting: Theory, Application & Design II

prerequisite: E14A

A continuation of the introductory course on the art and science of illumination, with a greater stress on applications. This lecture and workshop series will draw on the knowledge obtained in *Lighting: Theory Application & Design I*, enabling the students to become more familiar with the procedures for designing, and the particular design criteria, for specific types of residential and commercial spaces.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

E20

Interior Design Studio I

The first interior design studio in a series, this course will address itself to the understanding and meaning of three dimensional, real space or the "built environment". An objective of the studio will be the student's ability to develop a methodical and rational approach to dealing with problems of light, shadow, color, texture, rhythm, pattern and volume in space. The elements of interior space and the planning of that space will be discussed in seminars and the design solutions particular to individual problems will be investigated through freehand drawing, drafting and models. Projects will be short in duration, sometimes complex in nature and dealing with both commercial and residential environmental situations.

fall semester, 2 credits

two 2 hour meetings per week

60 class hours total

E21

Interior Design Studio II

prerequisite: E20

Everything being best understood in its context, this design studio will further the investigations of *Interior Design Studio I* through a more complex series of problems of longer duration. Design methodology, spatial planning and environmental systems will become of greater importance in problems of commercial and residential spaces. As in the first studio, the objectives will be the student's understanding of and ability to effectively deal with interior problems of light, color, shadow, sound, texture and volume.

spring semester, 2 credits

two 2 hour meetings per week

60 class hours total

E22

Site Planning & Landscape Design

A course intended to introduce students of interior/environmental design to the fundamental principles, theories and resources necessary to establish a working vocabulary of site planning and landscape design. An understanding of site analysis, climatic conditions, vehicular and pedestrian traffic flow

patterns as well as qualitative and documentable aspects of the landscaped/built environment interface enable the student to facilitate personal investigations into landscape design and eventually to effectively design with interior landscaped space.

fall semester, 1 credit

one 2 hour meeting per week

30 class hours total

E23

Landscape Design & Interior Plantings

prerequisite: E22

A continuation of the study and investigation of site planning and landscape design, this course is intended to further the student's knowledge and understanding of the theory, application and practice of landscape design in the interior/exterior interface. Through various projects relating to the design studios the student will develop an attitude toward the landscaped interior environment and pursue the study of interior plantings as elements of interior design.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

E24

Furniture Design & Construction I

prerequisite: E41

A seminar/studio which will investigate the various materials and techniques used in the fabrication of furniture, as well as drawing and presentation techniques appropriate to this study. Through a series of design problems the student will develop the design process from concept to presentation. Lectures, field trips and class critiques aid the student in developing a thorough knowledge of the furniture design industry.

fall semester, 1 credit

one 2 hour meeting per week

30 class hours total

E25

Furniture Design & Construction II

prerequisite: E24

A continuation of the studies of *Furniture Design & Construction I*, this course will allow the student to pursue the design of various pieces of cabinetry, furniture and accessories

pertinent to particular projects undertaken in the design studios. Where desirable, this course will work in conjunction with drafting courses in developing informational detailing.

spring semester, 1 credit
one 2 hour meeting per week
30 class hours total

E26

Interior Design Studio III: Commercial Design

prerequisites: E21, E41

This design studio will build on the studies of *Interior Design Studios I and II* and will develop an understanding of the spatial requirements of commercial spaces such as offices, restaurants and entertainment facilities. This studio will work in conjunction with other departmental courses in order to allow the student an in-depth investigation of a project from concept through design development to informational detailing.

fall semester, 2 credits

two 2 hour classes per week

60 class hours total

E27

Interior Design Studio V: Commercial Design

prerequisite: E26

A continuation of *Interior Design Studio III*, this studio will approach particular commercial design problems in the collaborative style developed previously. Projects will be of greater complexity and will be developed through study, drawings, models, photography and hardline presentation.

spring semester, 2 credits

two 2 hour meetings per week

60 class hours total

E28

Interior Design Studio IV: Residential Design

prerequisites: E21, E41

This course will address itself to the planning and design of residential structures. A survey of American residential styles from colonial to contemporary will be made to enable the student to address the current interest in restoration and adaptive re-use. Field trips will be

scheduled in conjunction with this survey. Two design problems will be undertaken: the first will concern itself with restoration/renovation of an existing single family house and the second with adaptive re-use of an existing building for condominiums.

fall semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

E29

Interior Design Studio VI: Residential Design

prerequisite: E28

A continuation of the studies of *Residential Design Studio IV*, this course will focus on contemporary residential buildings. The student will study and analyze a variety of current approaches to single family and multi-family residences. Two major design problems will be undertaken: one an attached housing complex and one single family residence.

spring semester, 1.5 credits

one 3 hour meeting per week

45 class hours total

E40

Contract Drafting I: Basic

A course designed to familiarize students with the basic concepts and equipment necessary for visualizing space and geometric objects in specific graphic illustrative terms known as plans, elevations and sections. The course aims to provide students with a working knowledge of the processes, graphic and reproductive, used to produce a basic set of contract drawings necessary in the planning and design of interior spaces for commercial or residential use.

fall semester, 1 credit

one 2 hour meeting per week

30 class hours total

E41

Contract Drafting II: Intermediate

prerequisite: E40

A continuation of the studies of *Contract Drafting I* with an emphasis on increasing sophistication in concepts, techniques and use of tools. In addition to floor plans, elevations and sections, the student will be introduced to production manuals; the problems of

electrical, lighting, telephone and furniture requirements; working with typical specifications and finish schedules. Projects included will sometimes involve problems initially encountered in *Interior Design Studios I and II*.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

E42

Contract Drafting III: Advanced

prerequisite: E41

This course will serve as an extension of the studies of *Contract Drafting I and II*. Its objectives are the production of professional quality work for presentation and portfolio purposes. Class problems will refine drafting skills and will work in conjunction with some problems from *Interior Design Studios III and V*.

fall semester, 1 credit

one 2 hour meeting per week

30 class hours total

E43

Contract Drafting IV: Contract Documents

prerequisite: E42

Contract documents, which are perhaps better known as "working drawings" will be the focus of this course. Drawing on the student's prior background in drafting techniques, this course will continue the study of informational detailing in the pursuit of professional quality drawings which will document design work.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

E44

Architectural Rendering I: Freehand Drawing

prerequisite: B10 or permission of instructor

A course designed to introduce students to fundamental concepts, tools and techniques necessary for visualizing and representing three dimensional space. The course is directed toward developing the ability to draw with speed and accuracy in three dimensions as well as increasing the student's spatial awareness and sensitivity.

fall semester, 1 credit

one 2 hour meeting per week

30 class hours total

E45

Architectural Rendering II: Design Drawing

prerequisite: E44

A continuation of *Architectural Rendering I* which will concentrate on developing the principles of design drawing. Heavy emphasis will be placed on trace overlays as this course will act primarily as a workshop and will strive to quickly produce a wide variety of design solutions through specific application of a complex graphic vocabulary. Specific areas of study include: commercial and residential environments; urban design problems; landscape design problems.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

E46

Architectural Rendering III: Design Communications

prerequisite: E45

An introduction to the study of mechanical perspective, isometric drawing techniques and axonometric drawing techniques. This course will utilize *Interior Design Studio* problems and will strive to develop skills for describing designed space with a wide range of graphic possibilities in a highly refined and specific manner. The course will also consider reproduction techniques, media and materials, photographic presentations, shade, shadow and rendering techniques.

fall semester, 1 credit

one 2 hour meeting per week

30 class hours total

E47

Architectural Rendering IV: Delineation

prerequisite: E46

A course aimed at producing students capable of a high resolution of graphic presentation of space. The student will pursue several projects from concept through design drawing to finished presentation drawing. Specific areas of study include: hardline drawings; detailed renderings; media and materials; delineation techniques for interior materials, textures, glass, water, sky and ground cover.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

E60A

Interior Structural Systems: Basic Elements of Construction

A lecture course intended to introduce the interior/environmental design student to the foundations of contemporary technology and methods as they apply to the preliminary investigations of residential and commercial space and structures. The aim of this course is to make the student aware of the resources available and the limitations of construction techniques which ultimately affect any design solution.

fall semester, 1 credit

one 1 hour meeting per week

15 class hours total

E62A

History of Architecture: Spatial Heritage I

This course is the first part of a two semester study and design program in spatial heritage. It is aimed at identifying significant historical-spatial moments and their value to contemporary design needs. Primary emphasis is placed on developing with the student an awareness of the several periods of spatial invention and style since the Quattrocento, while at the same time giving him an opportunity to apply this knowledge within a design context. Based on the assumption that 95% of our western spatial tradition has been transmitted to us through the five centuries since the Renaissance, this course serves as an introduction to the principle architectural product — space — as traced historically through design philosophies and architectural monuments of the past 500 years. Through a series of illustrated lectures, discussions and readings the history of our spatial development is examined in reverse chronological order, beginning with the present and proceeding back in time to a critical breakthrough moment in the Italian Renaissance — namely the invention of perspective drawing by Brunelleschi.

fall semester, 1 credit

one 1 hour meeting per week

15 class hours total

E63A

History of Architecture: Spatial Heritage II

prerequisite: E62A

A continuation and extension of *History of Architecture: Spatial Heritage I*, this course will place an emphasis on design problems as a way of strengthening the knowledge gained during the fall semester. In addition to introducing new materials, the course will afford the student the chance to trace historically the principle architectural product — space — through a series of design exercises which are designed to help the student develop confidence and competence in dealing with historical examples. Utilizing a variety of design media, the student will be asked to follow the evolution of our spatial heritage through a series of design problems which provide an opportunity for the tangible demonstration of understanding of spatial ideas and approaches.

spring semester, 1 credit

one 1 hour meeting per week

15 class hours total

E64

Materials for the Interior Designer I

A course which investigates the construction, professional use and availability of a broad array of fabrics, wall coverings, flooring materials, fixtures and building materials which are available to the professional designer through manufacturers, representatives and wholesalers. The emphasis of the course will be placed on the use of materials in commercial interiors and their appropriateness in terms of environmental problems, building codes, etc.

fall semester, 1 credit

one 2 hour meeting per week

30 class hours total

E65

Materials for the Interior Designer II

prerequisite: E64

A continuation of the studies begun in *Materials for the Interior Designer I*, this course will increasingly stress the practical application of the knowledge and principles

gained during the first semester. The goal of the course is the development of the student's awareness of and familiarity with available resources.

spring semester, 1 credit

one 2 hour meeting per week

30 class hours total

E67A

Interior Structural Systems: Structural Space

prerequisite: E60A

An examination of constructional elements and their effect on interior/architectural space and design. Elements examined will include doors, windows, stairs, elevators, plumbing fixtures and finish work. Studies will be supplemented by readings from *Building Construction Illustrated* by Francis D.K. Ching.

spring semester, 1 credit

one 1 hour meeting per week

15 class hours total

E81A

Business Orientation & Professional Practice

prerequisite: senior status

A seminar/lecture course which addresses the realities of business practice in the interior design profession. The course will pursue topics which include contracts, business procedures and management, client relations and the basics of establishing and maintaining a business.

spring semester, 1 credit

one 1 hour meeting per week

15 class hours total

E82A

History of Furniture I

A study of furniture history from ancient Egypt through the twentieth century. A major consideration will be the social, economic and political factors which influenced the development of furniture styles. This first semester of the course will cover ancient Egypt, ancient Greece, ancient Rome and the Renaissance through the twentieth century in Italy and France.

fall semester, 1 credit

one 1 hour meeting per week

15 class hours total

F60, 61

Life Drawing Rendering II

Building on Foundation Program courses in life drawing, this course will continue to build insights and abilities in drawing from the nude and draped model. Proportion, foreshortening, the use of space, compositional problems and anatomical structure will all be considered in relation to a growing familiarity with a variety of drawing techniques and media.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

F62, 63

Life Drawing Rendering III

prerequisite: F61 or F69

Designed for senior students this course will stress independent, yet disciplined studies based on the model. Emphasis will be placed on the application of a wide variety of media to a series of longer poses.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

F68, 69

Life Drawing Concepts II

This course will focus on the study of the nude in relation to the history of the use of the nude in art. The styles of contemporary and past artists will be discussed in relation to the student's own progress in making use of the nude as a vehicle for expression. Both representational and freer, more abstract techniques will be studied and practiced.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

F70, 71

Life Drawing Concepts III

prerequisite: F61 or F69

This course is designed for senior students whose drawing abilities have reached an advanced level and will stress the use of the model as the starting point for expressive drawing. A continuing historical study of the

use of the figure will suggest styles and approaches to be explored.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

F85A

The Business of Art

Geared toward the student in the Fine Arts Program this course will attempt to develop an in-depth understanding of art as an industry.

The course will include case histories, a review of artist/gallery contracts and the basics of establishing a studio and/or art gallery. Also included will be information regarding government grants, fellowships etc., organizing an exhibit, and trends in the current art market.

spring semester, 1.5 credits

one 1.5 hour meeting per week

22.5 class hours total

F86A, 87A

Humanities

This course will examine the impact of 20th century and late 19th century literature on present day aesthetics and art approaches. A basic objective of the course is a better understanding of the role art and artists play in contemporary society. Extensive reading assignments will form the basis for the course. Authors covered include: Kurt Vonnegut, Anthony Burgess, Sylvia Plath, Jack Kerouac, Sherwood Anderson, James Joyce, D.H. Lawrence and Fyodor Dostoyevsky.

fall and spring semesters

1 credit per semester

one 1 hour meeting per week

15 class hours per semester

F88A

History of 19th Century Art

An introduction to significant movements and artists in 19th century European and American art history. The course will consider the movements of Neoclassicism, Romanticism, Realism, Impressionism and Post-Impressionism in painting, architecture and sculpture from 1785 to 1900. Emphasis will be on painting and painters from Jacques Louis David to

the early work of Pablo Picasso. Architecture and sculpture lectures will focus on American contributions. The course will rely heavily on slide lectures.

fall semester, 1.5 credits

one 1.5 hour meeting per week

22.5 class hours total

F89A

History of 20th Century Art

A survey of art history from 1900 to the present. This course will focus on the artistic realms of expressionism, abstraction, fantasy and realism, including such subgroups as the Fauves, the Stieglitz Group, Cubism, Dadaism, Surrealism, Abstract Expressionism, Pop art and Op art. Parallel developments in contemporary painting, sculpture and architecture will be discussed. The course will rely heavily on slide lectures and supplementary readings.

spring semester, 1.5 credits

one 1.5 hour meeting per week

22.5 class hours total

F98, 99

Advanced Color: Psychology and Application

Building on the theoretical understanding of color developed in *Color: Principles and Techniques*, this course will pursue the practical application of color for visual, emotional and symbolic effects. Both objective and subjective color qualities will be explored. The color studies of Itten and Goethe will be included.

fall and spring semesters

1 credit per semester

one 2 hour meeting per week

30 class hours per semester

ACADEMIC INFORMATION

REQUIREMENTS AND REGULATIONS

Requirements for Graduation

Grades

Dean's List

Incompletes

Academic Standing

Attendance

Probation

Dismissal

Student Work

Transcripts

CREDIT HOURS

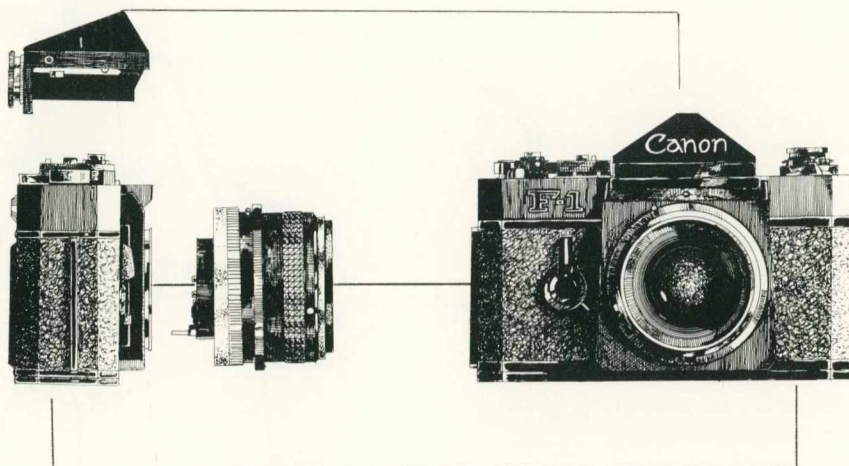
CREDIT HOURS

In the case of studio courses a credit is defined as a total of 30 clock hours of class time, or two clock hours of class time per week for a semester (15 weeks). All courses are studio courses unless otherwise indicated by the letter "A" (academic) following the course code. In the case of academic courses (i.e. those with the letter "A" following the course code) a credit is defined as a total of 15 clock hours of class time, or one clock hour of class time per week for a semester (15 weeks). Students may register for no more than 4 credits of academic courses per semester.

In addition to the class hours described above, a typical studio course will involve an estimated 15 hours minimum of outside preparation, research and practice per credit, or one hour per week for the semester for each credit. A typical academic will involve as estimated 30 hours minimum of outside preparation, research and practice time per credit, or two hours per week for the semester for each credit. Thus, in the case of both studio and academic courses, one credit represents 45 hours of course involvement (in-class instructional time plus outside preparation, research and practice time), or three hours per week for the semester.

Concurrently Work-Study/Laboratory credits represent 45 hours of Work-Study per credit, or three hours per week for the semester. Work-Study/Laboratory time must be confirmed in writing for credit to be granted.

The above definition of a credit is consistent with those policies used by most colleges, universities and schools, and represents the most widely recognized method of measuring and evaluating educational accomplishment and development. The New England School of Art & Design believes that the actual amount of instructional class time allocated to various studies is of great relevance to the level and quality of educational accomplishment. We also recognize that directly related preparation, research and practice time is of enormous significance to the quality of any course and realistically constitutes a significant portion of course involvement.



FINANCIAL INFORMATION

TUITION AND FEES 1979-80

Application Fees

Full-Time Programs

Part-Time/Special Students

Penalty Charges

Terms

Explanation of Fees

Withdrawal

Refunds

ESTIMATED STUDENT EXPENSES

Full-Time Programs

Part-Time/Special Students

FINANCIAL AID

Making Application for Financial Aid

**Basic Educational Opportunity
Grants (BEOG)**

**Massachusetts State Scholarship
Program**

**Guaranteed Student Loan Program
(GSLP)**

Veterans

Other Sources of Financial Aid

TUITION AND FEES 1979-80

Application Fees

Full-Time Programs	\$ 20.00
Part-Time/Special Students	10.00

	per semester
Full-Time Programs	
Tuition	\$ 975.00
General Fee	35.00
Student Association Fee	15.00
Total per Semester	\$1025.00

Tuition and fees for a school year (2 semesters) will be double the semester amount or \$2050.00.

	per semester
Part-Time/Special Students	
Tuition per Credit:	
Studio Courses	\$ 100.00
Academic Courses	50.00
Student Association Fee	15.00

Total tuition per semester for Part-Time/Special Students will necessarily depend on the course or courses for which the student is registered and may be determined by multiplying the above charges by course credits. Tuition and fees for a school year will be double the semester amount. All courses are studio courses unless otherwise indicated by the letter "A" following the course code. Academic courses are those with the letter "A" following the course code. Please consult *Course Descriptions* for individual course credits.

Penalty Charges

Late Registration Fine	\$ 10.00
Charge for redeposit of checks	5.00
Charge for failure to notify School of withdrawal: 5% of semester tuition or \$25.00, whichever is less. See <i>Withdrawal</i> below for explanation.	

Terms

Enrollment Contract: All students will receive a copy of an Enrollment Contract appropriate to the Program for which they have been accepted at the time of formal notification of acceptance. The Enrollment Contract specifies in detail all terms, conditions, requirements and charges involved in enrollment at The New England School of Art & Design. All students (joined by parent or guardian if they are not of legal age) are required to sign the appropriate Enrollment Contract and return it to the School prior to entering classes.

Method of Payment: Total tuition and fees due for a semester must be paid on or before the Payment Deadline of the semester in question. Tuition and fees may be paid for an entire school year (two semesters) by simply doubling the semester charges stated above. Students may not attend classes until all tuition and fees have been paid.

Payment Deadline: The Payment Deadline for each semester is published as part of the School Calendar and is included in the catalogue appropriate to the Program or Division for which a student is registered. Persons paying after the Payment Deadline will be subject to a \$10.00 Late Registration Fine.

Advanced Tuition Deposit: Accepted applicants are required to pay an Advanced Tuition Deposit of \$100.00 within one month of the date of formal notification of acceptance in order to guarantee their place in the entering class. This deposit is deducted from total tuition and fees due for the semester. In addition, returning students are required

to pay an Advanced Tuition Deposit of \$100.00 by May 1 for re-entrance the following school year. This is likewise deducted from total tuition and fees for the semester. Evening and Summer Division students are not required to make an Advanced Tuition Deposit.

Tuition and fees are subject to change with thirty days prior notice. However, tuition and fees will not be changed during the course of a semester.

Explanation of Fees

General Fee: The General Fee is a fee from which the School purchases materials for class use. Examples of items included are: chemicals and darkroom equipment for photography, materials such as plaster and clay for sculpture, silkscreen and etching chemicals for printmaking, locker rentals, model fees, diplomas and luncheon for graduating seniors, etc. In addition, the General Fee covers Museum of Fine Arts passes for full-time students and identification cards for all new full-time students. Only full-time students are required to pay the General Fee.

Student Association Fee: The Student Association is the student government of The New England School of Art & Design and is composed of elected representatives of the student body. Student Association Fees are collected by the School as a matter of convenience, but all Student Association Fees are the property of the Student Association and are administered by the Student Association. The Student Association Fee is required of all students registered for 6 or more credits.

Application Fees: The Application Fees are required of all persons making initial application to a Program. The Application Fees are non-refundable.

Withdrawal

Students may withdraw from any Program or course at any time. Students wishing to withdraw must inform the School in writing of their intention to withdraw. Withdrawal will in all cases be dated from the last day of actual attendance by the student. However, failure to notify the School of withdrawal in writing within 15 days of the last actual attendance will make the student liable to an additional penalty charge of \$25 or 5% of the semester tuition, whichever is less.

Notice of withdrawal must be mailed

Certified to: The New England School of Art & Design, 28 Newbury Street, Boston, Ma. 02116.

Refunds

All refunds are calculated on a semester basis (normally 15 weeks of classes for daytime programs; 8 or 10 weeks for Evening and Summer Divisions.) Withdrawing students will receive refunds of tuition according to the following schedule within 30 days of the receipt of notice of withdrawal. This policy (as stated below) applies to all students in all programs and courses.

- 1) If withdrawal occurs within 3 days after signing the Enrollment Contract and/or making initial payment, all tuition monies paid by the student will be refunded.
- 2) If withdrawal occurs later than 3 days after signing the Enrollment Contract and/or making initial payment, but prior to the beginning of classes, the School will retain 15% of the semester tuition or \$100, WHICHEVER IS LESS.
- 3) If withdrawal occurs during the first week of classes, the School will retain 20% of the semester tuition.
- 4) If withdrawal occurs after one week of classes, but within the first 25% of the

semester, the School will retain 35% of the semester tuition.

- 5) If withdrawal occurs after 25% of the semester, but within the first 50% of the semester, the School will retain 60% of the semester tuition.
- 6) If withdrawal occurs after the first 50% of the semester, there will be no refunds.
- 7) In the event of prolonged absence (i.e. 15 consecutive school days with no recorded attendance) with failure to notify the School in writing of withdrawal, it will be assumed the student has withdrawn as of the last day of actual attendance.
- 8) Refunds of the General Fee and any other fees applicable to the program or courses (except the Application Fees) will be calculated according to the schedule described above for tuition.
- 9) The Application Fees are non-refundable.

ESTIMATED STUDENT EXPENSES

The expenses listed below are not included in tuition and fees and represent school related expenditures which a typical student may reasonably expect to incur. The amounts listed are estimates; actual amounts will vary according to the Program or course for which the student is registered and also according to student use and maintenance.

Full-Time Programs	per semester
Art supplies	\$ 200.00
Books	20.00
Total per semester	\$ 220.00
Part-Time/Special Students	
Art supplies per course	\$ 20.00
Books per course	5.00
Total per course	\$ 25.00

FINANCIAL AID

In general we would encourage all persons who feel that they have a legitimate financial need to apply for financial aid. The simple fact is that there is only one definitive way of determining whether or not you qualify for financial aid — and that is to apply. Several major programs and the necessary application procedures are outlined below. Should you have any questions please call the Financial Aid Officer or the Director of Admissions.

It is impossible in this catalogue to describe all financial aid sources and we would therefore encourage persons interested in obtaining a more comprehensive listing to investigate other publications which describe potential funding sources. *Financial Aid for College Through Scholarships and Loans* by Gladstone and Hoffman (Richards House, Wellesley Hills, Mass.) is one such publication recommended by the Financial Aid Officer.

Making Application for Financial Aid

There is now a standardized financial aid application form called simply the Financial Aid Form (FAF) which is accepted by most programs. The Massachusetts version of this form is called the Massachusetts Financial Aid Form (MFAF) and legal residents of Massachusetts should file this form. The appropriate form should be filed with the College Scholarship Service (CSS) of the College Entrance Examination Board (CEEB). These forms are available from the CSS, the School and most high school guidance offices. In filling out the form applicants should request that a completed copy be sent to the School. The New England School of Art & Design's

CSS code number is 3645. Applicants for educational loans under the Guaranteed Student Loan Program should obtain the necessary application forms from participating banks and lending institutions. Veterans should contact the regional office of the Veterans Administration.

Students applying for financial aid should be aware that the majority of programs require that a student be enrolled on at least a half-time basis (i.e. six credits per semester minimum).

Basic Educational Opportunity Grants (BEOG)

The Basic Educational Opportunity Grant Program is a Federal student aid program administered by the Office of Education which provides financial assistance for students who meet eligibility requirements. Awards are in the form of grants which need not be repaid. It is estimated that awards for the 1979-80 school year will range between \$200 and \$1800, the actual amounts being determined by a student's need and available financial resources. Students may indicate that they wish to be considered for the BEOG Program on the Financial Aid Form (FAF or MFAF) or they may complete a separate Basic Grant Application. In either case applicants will receive notification of their eligibility in the form of a Student Eligibility Report (SER) within six weeks. The SER should then be submitted to the School's Financial Aid Officer in order that the amount of the award may be determined.

Massachusetts State Scholarship Program

The Massachusetts State Scholarship Program is administered by the Scholarship Office of the Massachusetts Board of Higher Education and provides tuition assistance for Massachusetts residents

who meet eligibility requirements. Applicants for this program must be registered for a full-time program of study. Students may apply by filing the Massachusetts Financial Aid Form (MFAF) with the College Scholarship Service (CSS).

Guaranteed Student Loan Program (GSLP)

The Guaranteed Student Loan Program is a program which provides Federally guaranteed, low interest loans of up to \$2500 per school year for students who meet eligibility requirements. Repayment does not begin until nine months after a student has graduated or withdrawn and up to ten years are allowed for completion of repayment. In addition, a student with adjusted annual gross family income under \$25,000 will receive a Federal interest subsidy which pays the interest on the loan while the student is in school. A student who does not qualify for the interest subsidy because his adjusted annual gross family income is over \$25,000 will ordinarily be required to pay interest (but not principal) while still in school. GSLP loans are made through participating banks and lending institutions. Interested persons should contact such institutions directly for applications. Once the student and the bank have completed their portions of the application it will be forwarded to the School which will in turn complete a portion. Since available funds are limited and processing of applications usually takes four to six weeks it is strongly recommended that necessary procedures be initiated well in advance. Please note that the School cannot complete its portion of the GSLP application until such time as a student has been accepted and the Advanced Tuition Deposit paid.

Veterans

The New England School of Art & Design is approved for veterans training. Eligible veterans planning to use their V.A. benefits to help finance their education should contact the closest Regional Office of the Veterans Administration for information regarding procedures and requirements. Please note that although V.A. benefits are paid to veterans on a monthly basis, the School requires full payment at the beginning of each semester and cannot accept monthly payments. Also, before an Enrollment Certification can be issued by the School the veteran must have been accepted and have paid the Advanced Tuition Deposit.

Other Sources of Financial Aid

Applicants for financial aid should be aware that in addition to the government sponsored programs listed above there are substantial amounts available through many private organizations which have programs designed to assist students and parents in financing educational expenses. Such organizations may include associations, clubs, fraternal organizations, churches, trusts and foundations. Students are encouraged to research such possibilities, but the School can offer little assistance in identifying and locating sources appropriate to an individual student. Interested persons may find publications such as *Financial Aid for College Through Scholarships and Loans* by Gladstone and Hoffman (Richards House, Wellesley, Mass.) useful in this respect.

ADMISSIONS

ADMISSION TO FULL-TIME DIPLOMA PROGRAMS

Portfolio/Interview

Transfer Students

ADMISSION TO PART-TIME DIPLOMA PROGRAMS

ADMISSION TO NON- DIPLOMA PROGRAM/ SPECIAL STUDENTS

ADMISSION TO EVENING/ SUMMER PROGRAMS

APPLICATION DEADLINE/ ACCEPTANCE/REJECTION

REGISTRATION

APPLICATION FORMS

Full-Time Diploma Programs

Part-Time/Special Students

The Admissions Office welcomes the opportunity to meet with persons interested in the School and its programs at any time. However, in order that we can spend the time necessary to accurately inform you about the School and to answer your questions, we strongly suggest that you arrange an appointment with a member of our staff at least one week in advance of your anticipated visit to the School. It is not the School's practice to review portfolios of non-applicants. To arrange an appointment please call Ms. Chadwick at (617) 536-0461.

Candidates for admission must be high school graduates or possess the equivalent of a high school education. Exceptions to this rule may be made for applicants of unusual motivation or ability at the discretion of the Admissions Committee. Such applicants may only be admitted as Special Students under the Non-Diploma Program. However, they may petition, at a later date, for recognition as Diploma Candidates, provided they have in the meantime earned a high school diploma or its equivalent.

ADMISSION TO FULL-TIME DIPLOMA PROGRAMS

Candidates for admission to Full-Time Diploma Programs must submit the following documents to: *Director of Admissions, The New England School of Art & Design, 28 Newbury Street, Boston, Massachusetts 02116.*

1. A completed copy of the Full-Time Diploma Program Application Form together with the \$20.00 Application Fee.
2. A transcript of grades from:
 - a. High School (results of the high school equivalency test may be substituted where applicable).
 - b. Any post-secondary schools attended.
3. Two letters of recommendation, preferably from:
 - a. Present or former teachers.
 - b. Present or former employers.
 - c. Other persons familiar with the applicant's art and/or school background and performance.

Portfolio/Interview

In addition to the documents listed above, each applicant for Full-Time Diploma Programs must submit a portfolio of original art work and have an interview with a member of the Admissions staff. The portfolio should be submitted at the time of the interview. Applicants who live beyond a 300 mile radius of Boston are not required to have an interview (although it is strongly recommended) and may present their portfolio in the form of slides sent to the School. The Admissions Office will contact all applicants directly concerning the time and date of the interview.

The applicant's portfolio, whether sent to the School or presented at the time of the interview, should include the items listed below and must consist entirely of original art work executed by the applicant. Copies of photographs and pieces based on the work of others will not be considered valid portfolio material.

1. A life-sized self-portrait, in any drawing media.
2. Two drawings of a chair, in any drawing media. The two drawings should be done from different angles or points of view.
3. A drawing, in any drawing media, which includes a full human figure.
4. A carefully detailed drawing of a plant together with a free design based on this plant form. Both drawing and design should be presented in a format of the same size. Any media may be used.
5. A non-figurative (i.e. "abstract") design in black and white together with a color version of the same design, executed in the same scale or size.
6. A sketchbook of unfinished work, idea sketches, etc. Applicants who have not previously kept such a sketchbook are not required to submit this item.
7. At least five additional pieces which the applicant feels will best demonstrate his abilities and background. Please do not feel limited to five additional pieces; the more of your work we can see, the better picture we can get of you and your talents.

Please do not submit three-dimensional objects or works larger than standard portfolio size. These may be presented by means of slides or prints.

In the vast majority of cases an applicant's portfolio will be returned to him at the conclusion of the interview. However, the School reserves the right to retain the portfolio for one week should further evaluation or additional opinions appear advisable. Portfolios mailed to the School will be returned by mail, provided return postage is forwarded by the applicant.

Transfer Students

Students with previous post-secondary art education who wish to enter any of the Diploma Programs should follow the procedure outlined above, except that they should supplement normal portfolio requirements with as broad a selection as possible of work done in previous art courses. It is extremely important that transfer applicants present as complete a picture as possible of their previous background and experience. In the case of studio courses, transfer credits are based largely on the evidence of the portfolio. It is therefore vital that all relevant material be submitted. In the case of relevant or comparable academic courses a grade of C or better is required for the granting of transfer credit. All decisions regarding transfer credit are subject to the approval of the appropriate Department Chairman and the Director of Admissions.

ADMISSION TO PART-TIME DIPLOMA PROGRAMS

In order to be eligible to apply as a Part-Time Diploma Candidate a student must have previously earned a minimum of 12 credits at NESAD. Persons who wish to become part-time students, but who have not met this minimum credit requirement should apply as Special Students under the Non-Diploma Program (see Admission to Non-Diploma Program/Special Students immediately following this section).

Part-time students who have met the minimum credit requirement stated above may petition the Admissions Committee for recognition as Part-Time Diploma Candidates by submitting the following to the Director of Admissions:

1. A completed copy of the Petition for Diploma Candidate Status. This Petition is available from the Admissions Office. No application fee is required.
2. A transcript of grades for:
 - a. All courses taken at NESAD.
 - b. All courses taken at other post-secondary schools.
3. Two letters of recommendation, preferably from present or former NESAD faculty members.

In addition to the documents listed above applicants for Part-Time Diploma Programs must submit a portfolio and have an interview with the appropriate Department Chairman and the Director of Admissions. The portfolio submitted should consist of examples of work from all courses taken at NESAD and any additional material which the applicant feels will be evidence of artistic achieve-

ment and commitment to professional art goals. Part-time students not accepted as Diploma Candidates may resubmit a Petition for Diploma Candidate Status after a wait of at least one semester from the date of the original submission.

ADMISSION TO NON-DIPLOMA PROGRAM/SPECIAL STUDENTS

All persons making initial application for admission as part-time students should apply as Special Students under the Non-Diploma Program. The Non-Diploma Program is not vocational in nature and credits earned as a Special Student may not be applied toward Requirements for Graduation until such time as the student has been accepted as a Diploma Candidate (see *Admission to Part-Time Diploma Programs* immediately preceding this section).

Persons applying for entry as Special Students must submit the following documents to: *Director of Admissions, The New England School of Art & Design, 28 Newbury Street, Boston, Massachusetts 02116.*

1. A completed copy of the Part-Time/Special Students Application Form together with the \$10.00 Application Fee. Applicants should indicate on the Application Form the course or courses for which they are making application.
2. A transcript of grades from:
 - a. High School (results of the high school equivalency test may be substituted where applicable).
 - b. Any post-secondary schools attended.

3. One letter of recommendation, preferably from present or former teachers or employers.

In addition to the documents listed above applicants for entry as Special Students must submit a portfolio of original art work relevant to the course or courses for which application has been made and have an interview with a member of the Admissions staff. The portfolio should consist of a minimum of five pieces of the applicant's choosing. In the case of basic courses for which there are no prerequisite course requirements, the portfolio requirement may be waived at the discretion of the Admissions staff. In the case of academic courses (those with the letter "A" following the course code) no portfolio is required. All candidates for admission as Special Students must have an interview with a member of the Admissions staff.

ADMISSION TO EVENING/ SUMMER PROGRAMS

Evening and Summer Division applicants must complete the following application procedure:

1. All applicants must complete the Evening or Summer Division Application Form (included with the Evening and Summer Division catalogues) and return it to the School together with the \$10.00 Application Fee. Applicants should indicate on the Application Form the course or courses for which they are making application.
2. All applicants must have an interview with a member of the Admissions staff.
3. Most Evening and Summer Division courses do not require the submission of a portfolio. However, where indi-

cated in the course description as it appears in the Evening or Summer Division catalogue, a portfolio or original art work relevant to the course or courses for which the student has applied must be presented at the time of the interview. No portfolio is required unless so indicated in the course description.

Complete details of Admissions requirements for Evening and Summer Divisions are contained in their respective catalogues.

APPLICATION DEADLINE/ ACCEPTANCE/REJECTION

Provided space is available, applications for a particular semester will be accepted any time prior to the beginning of that semester. However, it is strongly recommended that applications for Full-Time Diploma Programs be submitted at least two months prior to the beginning of the semester in order to insure due consideration of the application.

The New England School of Art & Design uses a rolling admissions plan and all applicants will be notified of acceptance or rejection within one month of the date of completion of the appropriate application procedures previously outlined in this catalogue. No notification of admissions status will be sent unless all application procedures, including the interview and portfolio presentation, have been completed. Exceptions can be made only in cases where there are legitimate extenuating circumstances which make completion of the standard application procedures difficult or impossible. In such cases the Director of Admissions may waive or make substitutions for certain requirements.

REGISTRATION

Accepted applicants are required to pay an Advanced Tuition Deposit of \$100.00 within one month of the date of formal notification of acceptance in order to guarantee their place in the entering class. An extension of no more than one month may be granted under unusual circumstances with the permission of the Director of Admissions. Evening and Summer Division applicants are not required to make an Advanced Tuition Deposit.

Accepted applicants who have paid the Advanced Tuition Deposit may register for specific courses beginning one month from the start of classes. Appropriate course and schedule information is distributed to students approximately one month before the beginning of the upcoming semester. Accepted Evening and Summer Division applicants may register for courses immediately following acceptance.

THE NEW ENGLAND SCHOOL OF ART & DESIGN
APPLICATION FOR ADMISSION
FULL-TIME DIPLOMA PROGRAMS

Application Fee of \$20 must accompany this form

Personal

Last Name	First Name	Middle Initial
Number and Street	City	State
Zip Code	Home Telephone	Business Telephone
Birth Date	Social Security Number	
Name of Parent or Guardian	Telephone	
Address		

Education

Name of High School	Date Graduated	
Post-Secondary School(s) Attended		
Major	Semesters Completed	Credits Earned

Program

Applying for entry as:

1st Year Student _____
2nd Year Student _____
3rd Year Student _____
Unsure _____

Intended area of study:

Graphic Design _____
Interior/Environmental Design _____
Fashion Illustration _____
Fine Arts _____
Undecided _____

Financial Aid

If you anticipate needing financial aid, please indicate below the sources which you are considering.

Basic Grant Program (BEOG) _____

Mass. State Scholarship _____

Private Scholarship _____

Guaranteed Student Loan _____

Veterans Benefits _____

Other _____

Admissions

If you have applied or intend to apply to other schools, please list these in order of preference below.

1 _____

3 _____

2 _____

4 _____

Reminder: A transcript, two letters of recommendation, a personal interview and a presentation of your portfolio are necessary to complete your application. Please see *Admissions* for complete details.

Please return this Application Form to:

Director of Admissions
The New England School of Art & Design
28 Newbury Street
Boston, Massachusetts 02116



For Office Use Only

Application received _____

Receipt number _____

Scheduled appointment _____

Acceptance/Rejection _____

THE NEW ENGLAND SCHOOL OF ART & DESIGN
APPLICATION FOR ADMISSION
PART-TIME/SPECIAL STUDENTS

Application Fee of \$10 must accompany this form

Personal

Last Name	First Name	Middle Initial
<hr/>		
Number and Street	City	State
<hr/>		
Zip Code	Home Telephone	Business Telephone
<hr/>		
Birth Date	Social Security Number	
<hr/>		
Name of Parent or Guardian	Telephone	
<hr/>		
Address		
<hr/>		

Education

Name of High School	Date Graduated	
<hr/>		
Post-Secondary School(s) Attended		
<hr/>		
Major	Semesters Completed	Credits Earned
<hr/>		

Program

Applying for entry as:

Special Student _____
Diploma Candidate _____
Unsure _____

Intended area of study:

Graphic Design _____
Interior/Environmental Design _____
Fashion Illustration _____
Fine Arts _____
Undecided _____

Courses

Please list below the course or courses for which you are applying. Include course codes, titles and credits as they appear in the catalogue.

Course Code	Title	Credits
Course Code	Title	Credits
Course Code	Title	Credits
Course Code	Title	Credits
Course Code	Title	Credits
Course Code	Title	Credits

Reminder: A transcript, a letter of recommendation, a personal interview and a presentation of your portfolio are necessary to complete your application. Please see *Admissions* for complete details.

Please return this Application Form to:

Director of Admissions
The New England School of Art & Design
28 Newbury Street
Boston, Massachusetts 02116



For Office Use Only

Application received _____

Scheduled appointment _____

Receipt number _____

Acceptance/Rejection _____

CALENDAR 1979-80

Diploma Programs

1979

Aug. 1	Fall Semester registration period begins
Aug. 17	Payment Deadline, Fall Semester
Aug. 30	Orientation, new students
Aug. 31	Orientation, returning students
Sept. 4	Fall Semester classes begin
Nov. 22	Thanksgiving recess begins
Nov. 26	Classes resume
Dec. 1	Spring Semester registration period begins
Dec. 21	Fall Semester classes end
Dec. 22	Semester break/Christmas vacation begins

1980

Jan. 4	Payment Deadline, Spring Semester
Jan. 7	Spring Semester classes begin
Feb. 13	Spring vacation begins
Feb. 19	Classes resume
May 2	Spring Semester classes end
May 11	Graduation

Evening Division

1979

Sept. 4	Fall Semester registration period begins
Oct. 3	Payment Deadline, Fall Semester
Oct. 9	Fall Semester classes begin
Nov. 22	Thanksgiving recess begins
Nov. 27	Classes resume
Dec. 20	Fall Semester classes end

1980

Jan. 28	Spring Semester registration period begins
Feb. 27	Payment Deadline, Spring Semester
March 4	Spring Semester classes begin
May 8	Spring Semester classes end

Summer Division

1979

April 30	Registration period begins
May 30	Payment Deadline
June 4	Classes begin
Aug. 9	Classes end

1980

April 30	Registration period begins
May 28	Payment Deadline
June 2	Classes begin
Aug. 7	Classes end

Holidays

In addition to the recesses and vacations listed above, all Divisions of the School will observe the following holidays:

1979

July 4	Independence Day
Sept. 3	Labor Day
Oct. 8	Columbus Day
Nov. 12	Veterans Day

1980

Jan. 15	Martin Luther King Day
Feb. 18	Washington's Birthday
April 21	Patriots Day
May 26	Memorial Day

Design

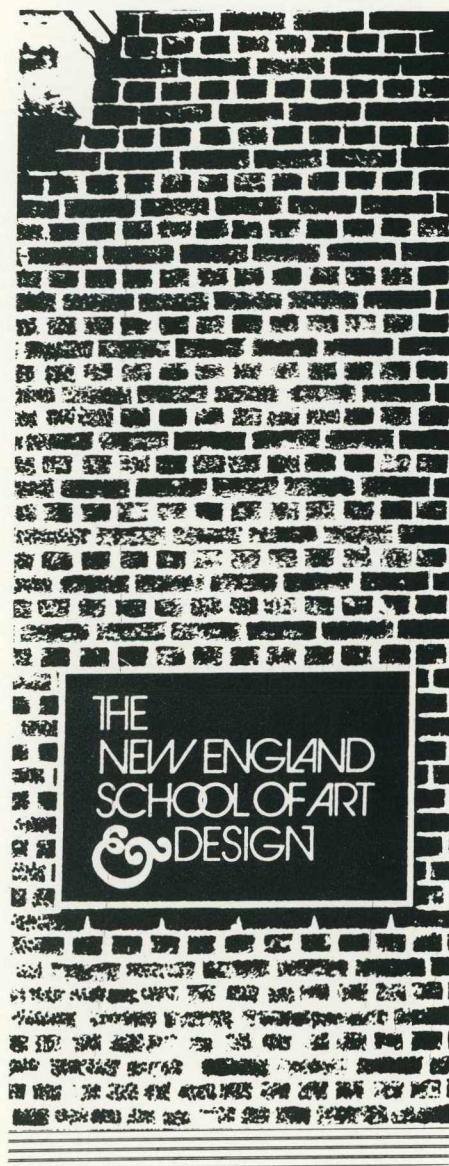
John Goodwin, Graphic Design '80
Scott Hill, General '79
Kristine Lacey, Graphic Design '80
Dean Noble, Graphic Design '80
Diane Ponte, Graphic Design '80
William Davis, Supervisor and Hand-Holder

Typesetting

JL Associates, Boston

Printing

Speed Impressions, Cambridge



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